A NEWSFIELD PUBLICATION
No.5 SEPTEMBER 1985
95p

ZZAP! 64

MONTHLY REVIEW FOR COMMODORE SOFTWARE



NEW
SKYFOX
ARIOLASOFT

FLYING HIGH!
Flight Simulations – which take off?

THEIR ONLY HOPE WAS YOUR PROMISE TO BRING THEM BACK ALIVE....

BEACH-HEAD II



The continuing saga pits allied forces against the cruel dictator who escaped the destruction of the fortress with remnants of his army and prisoners captured during the land battle.

Produced for the COMMODORE 64 and coming to a computer store near you!

Written by Roger & Bruce Carver • Directed by Bruce Carver • Produced by Chris J. Jones • Distributed by David L. Ashby
Illustration by Oliver Frey (Newsfield Publications) • Manufactured in the U.K. by U.S. Gold.

ISSUE No 5

SEPTEMBER 1985

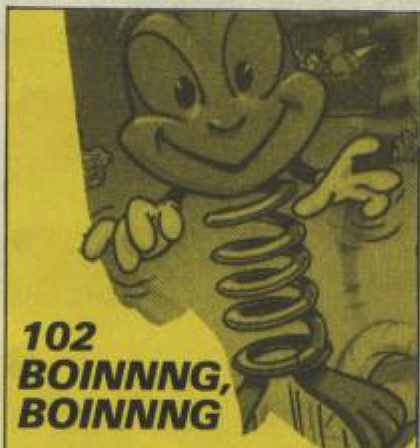
HOT NEW GAMES



ZZAP SECTIONS

SEPTEMBER SPECIALS

PRIZE COMPETITIONS



NEXT ZZAP! ON SALE SEPTEMBER 12th

SEPTEMBER SPECIALS



ZZAP TESTS



Here's a good wheeze for making lots and lots of money. Set yourself up as a 'Media Agency' in the computer software area, get a few clients fed up of answering phone calls from magazine advertisement managers, book lots of ads for your clients in different magazines, make the clients pay you an up-front retainer and the balance of their bills very quickly (on the threat that if they don't, you can't pay the mags and they'll suspend the ads), and then — this is the really clever bit — simply disappear (with the money of course).

This little money-making wheeze isn't so fanciful as it may sound. Sadly the software business has attracted sharks from all over the place, including the advertising agency end. If you added up all the money both CRASH and ZZAP! magazines have lost in precisely this manner over 18 months you would be staggered.

What makes the situation worse is that the client software house loses out and so does the magazine because it inevitably causes friction, although in a sense it is neither side's fault.

There are, of course, some excellent agencies around, but this market seems to attract more than its fair share of bad ones. The latter type are parasites operating an often unnecessary service, inadequately and with nothing more on their minds than personal greed at the expense of everyone. They are giving media agencies generally a bad name and making magazines wish that the whole lot would get lost.

Roger Kean

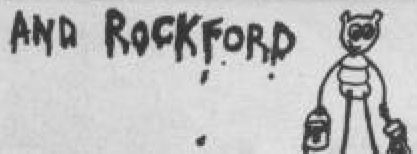
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SOFTWARE THEFT OUTLAWED

Illegal copying of games has long been a sore point in the industry, but from the 16th of July it has been officially outlawed and the copyright laws ammended to make it easier for the courts to determine whether an infringement has taken place and for them to send convicted offenders to jail for up to two years and be fined an unlimited amount. FAST (Federation Against Software Theft) has lived up to its name, having been set up only last July primarily to seek changes in the law to protect the copyright of computer programs. FAST claim that pirates (preferred name — software thieves) are costing the industry £150 million a year.

FAST has also appointed Bob Hay, a former Chief Superintendent of Police, to act as an Enforcement Co-ordinator. Co-ordination has always been one of the main problems of preventing software theft, with several agencies working in isolation and often in ignorance of each other's efforts.

What is instantly noticable from reading through the provisions this amendment to the act makes, is that the words 'in the course of trade' run right through them all, implying that the law will regard 'possession' (in the domestic sense) as far less serious than 'pushing', in other words, copying for financial gain. This seems sensible enough, because a law like this cannot be effectively used against the mass public hell bent on swapping and copying friends' games for their collections. The activity is, however, covered in the ammendments by stating that the act of loading a computer program into a computer without the copyright owner's consent constitutes an infringement of copyright. This may sound a bit confusing, but if you have bought a genuine commercial game program, then obviously the copyright owner is happy for you to load it into a computer, but the copyright owner would never consent to your loading the program if it was for the purposes of making a copy of it.

Well, it's a fine point and, as you can see, not an easy area to enforce!

So all in all, the new laws are hardly likely to affect the home copier very much, unless Bob Hay decides to make a few examples where proof can be obtained, but it should have a much bigger effect on the commercial pirates who have tended to operate more successfully in the C64 market where the program prices are traditionally higher and tape to tape copying somewhat harder than, say, on the Spectrum. But what does need some clarifying is what portion of the claimed £150 million a year lost revenue from theft is made up by commercial pirates, and what portion is lost through home copying.

THE ZZAP! RATINGS

PRESENTATION: Packaging, printed instructions, on-screen instructions, loading, play options, program facilities (including things like ease of joystick or keyboard control), on-screen impression — everything except the game itself.

GRAPHICS: Variety, detail and effectiveness of screen pictures, quality of animation, smoothness of movement.

SOUND: Variety and effectiveness of sound effects, quality both technically and aesthetically of music. Also: does sound annoy?

HOOKABILITY: How strongly does the game make you want to play it and keep playing it?

LASTABILITY: How long will it keep its hold on you?

VALUE FOR MONEY: Takes into account the price plus all the above ratings.

OVERALL: With all the above ratings in, this is IT! — what the reviewers think in general.

THE ZZAP! LABELS
GOLD MEDAL AWARD: Definitely a game above all others in the month of review. There may not be a Gold Medal game every issue, but if there is, get it! Just occasionally there may be two . . .
SIZZLER: Hot games of the month — must normally score around 90%. We reckon any ZZAP! Sizzler is a great buy, unless you really hate that particular type of game.
TACKY: In our view, a second-rate piece of software. Steer well clear.

ADVERTISERS INDEX

ZZAP! RRAP

As I sit down to check out what letters the JazGaz duo have input for my second month at the RRAP desk, I get the feeling that 64 writers have a strange sense of humour. Surely someone out there is normal, or is it all this games playing that warps the brain through time? It was a hard job picking out a letter of superb merit (they're all so awful — well, perhaps not that bad, well some are even okay-ish), but I thought this one contained some strong points to make, so it's £20 of software to . . .

LETTER of the MONTH

MY SOOPA BARGAIN

Dear Lloyd,
I'm writing this letter to complain about software houses at the Commodore Show. When I was there I tried to purchase *Elite*, *Test Match* and *Way of the Exploding Fist* only to find that they weren't available. What is the use of having a big show like this, letting the users see and play the game only to tell them that they aren't due for release for a week. I would have really liked to have bought them at the show, but as they weren't available I spent the money on some Interceptor games which brings up another point.

On the Interceptor stand was a bin filled with Interceptor games and they were selling for three for a pound. I thought this was a good offer and bought *Get off my Garden*, *Heroes of Karn* and *Siren City*. After the show I went home and tried to load them and they failed. One tape, *Siren City*, when played through and audio cassette player was blank. I phoned Interceptor and they said that it was a sort of 'lucky dip' and if you got a working cassette you were lucky. If they didn't work then you could use the cassette as a blank. In the end, after much complaining, I got some replacements. *The Heroes of Karn* loaded but if you go west it crashes.

I want to warn your readers NOT to buy Interceptor games at shows.
Chris Fitch, Walthamstow, London

It is a bit of a disappointment not to be able to get your hands on games you think will be available at shows, but of course, although everyone tries to be ready in time for a show, it doesn't always work out that way. Anyway, it wouldn't be much of a show if they had nothing new to display.

As to your experience with Interceptor's 'lucky dip', Julian says, 'I suppose you could call yourself lucky if the Interceptor games FAILED to load! I wouldn't bother to get another Heroes of Karn *anyway, it's pretty pathetic.'*

That seems to me a fairly generous attitude, Julian, if I were you, Chris, I'd kick up such a stink with Interceptor that they wouldn't know whether they were coming or going. 'Lucky dip' or not, a sale was made, and you are entitled by law to have the goods purchased in working order. Quite clearly a cassette with no program on it is not in working order. It's this kind of cheap chicanery that gives the software business a poor name. Humph.
LM

ZZAP! STAND BLUES

Dear Lloyd,
I was one of the thousands who went to the Sixth Commodore Show last month. I tried three times without success to get within ten feet of your stand. It was always crowded, and being tucked away in the corner of the hall made it impossible to get to. Are you showing your wares at the Commodore Horizons show in October? If so please get a stand which you can get to from at least two different angles. Perhaps you could have a challengers corner to try to topple JR from his throne.

I must be one of your readers who missed issue one of your mag. Is there any way to get back copies? Just as a matter of interest how did the 'three musketeers' get their jobs with you? Did they reply to an advert like mere mortals or did they have contacts?

Just one more request, keep up the good, nay, excellent work.
Sean A Puffett, Shepherds Bush, London

It seems the show went very well for ZZAP! (I wasn't actually there as no one bothered to ask me along, so I'll hand over to Julian to answer . . .)

Yes, we're amazingly popular aren't we? You were lucky you caught a glimpse of us, many thousands went away disappointed. How did we get our jobs you may ask! Well we were chosen for our good looks, unbelievable gamesmanship and superb command of the English language. They chose right too! **JR**

Take him away PLEASE!
LM

PEACE, LOVE ONE ANOTHER ETC . . .

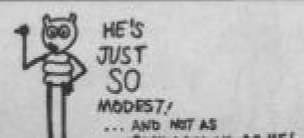
Dear Lloyd,
Being bored in a lesson at school I read your mag. Oh rapture! Oh amazement! A CBM mag oozing with self-satisfaction and smugness of CBM owners, as they're lulled into the belief that the Spectrum is dead, long live the 64. And that !%£&?% Gary Duncan is suggesting Ultimate give up on the Spectrum and switch to the Commodore 64! Talk about being dense!

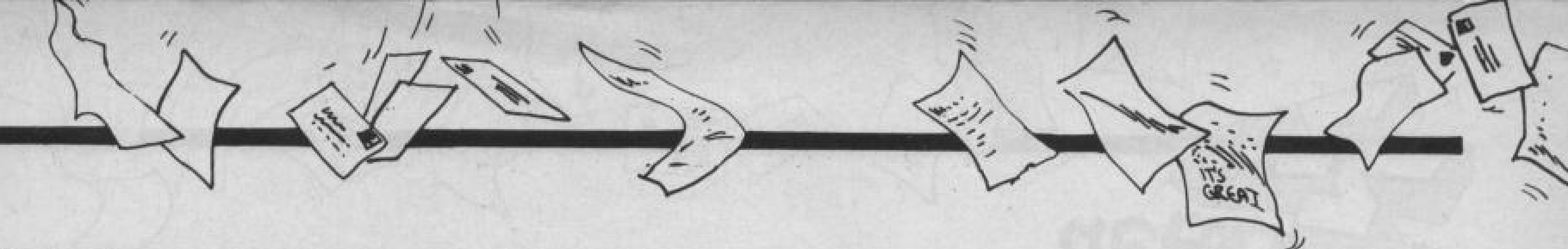
Spectrums, when brought out, were popular, being easy to program (yes, easy) and with software houses bringing out masses of software it (more than the 64 can ever hope for), whose range is still expanding with the Spectrum far from gone from the scene, with a bigger user base than the 64.

What I can't understand is why argue which is the best computer when they're made in different countries by different companies with different languages and their own special features? Why can't people make up their own minds about which computer you should, or shouldn't write software for? Commodore 64s and Spectrums are treated like a religion when THEY ARE ONLY COMPUTERS. And for the record we don't live in a Communist country, so leave people alone with their choice of computer.
Roland 'the rat' Kershaw, Bury, Lancs

Yes, what sense you seem to write. Luckily things have altered a bit since the move to Ludlow so it's Speccy and Siccy people in one big happy family, just like the bible said, with 64 owners playing 3D Starstrike *and sitting with the Spectrum owners and Spectrum owners gasping at* Impossible Mission. *Lots of peace, flowers and incense sticks everywhere etc, etc. Freak out! Love one another! Yeah! Lloyd.*

. . . Sorry, this is all rubbish and I never wrote any of it (as you can tell — only accept the bold **LM** *as being authentic. Gary's been at the keyboard again, hacking my files. However, I do agree that the writer makes sense. Computers are only computers after all . . .*
LM





FRANCO FREY IS REALLY NICE!



Franco Frey.

Dear Lloyd,
Sorry to hear the news about Chris Anderson, after the departure of him as editor. I know this after talking to Franco 'he's so cool you can keep a side of bacon on him for three months' Frey at the Commodore computer show at the Novatel in London. I was talking to him about ZZAP!'s popularity and was amazed at how many people were buying the mags. Franco 'brighter than a supernova' Frey is a really nice person. Keep up the good work and keep producing those brilliant maps.
Gareth Evans, Shoebiryness, Essex
PS Is Lucy Anderson any relation to Chris Anderson?

Yes. We're all sorry too. Franco is a cool dude isn't he? He's reeeeeeeeealy brainy too (you can tell by his specs). He does all this brilliant electronic stuff and does wonders with disk drives. He's really great. He also pays my wages. He's so intelligent. Can I have a pay rise? Basically Lucy is, like, Chris's wife.
LM

RETURN OF THE CONVERSION

Dear Lloyd,
Could anyone tell me if there will be a 'Return of the Jedi' game coming out for the 64? I'm mad on the arcade version and can't wait till it comes out on a home computer.

Thanks for making a great mag for us 64ers. It's the best thing that's happened for a long, long while. Long live ZZAP! (and Rockford).
Martin Forbes, Grampian, Scotland.

I don't know the answer to that one, other than saying there's bound to be one sooner or later. I must admit to being a bit disappointed with the game myself and still prefer 'Star Wars'. Anyway, come on you miserable software houses listen to this poor man's pleas.
LM

DANISSSHHHHH!

Well hi!
I have three questions for you: Will there ever come a version of 'Lady Bug' for the Commodore 64? Why are you so slow to send me the games I have ordered? Can I win the competitions despite the fact I live in Denmark?
Jacob Stalfors, 2920 Charll, Denmark

The answer to your questions. No there will not be coming a 64 'Lady Bug' as far as I know. Read the explanation in the previous issue, and Yes, okay?!
LM

WHAT A MAN!

Dear Lloyd,
I woke up, looked around, it was morning, a time for rejoicing in the streets for today was . . . Saturday . . . the last day of my quest. I smiled with glee. I got up and opened the curtains. Rays of sunlight hit me in the face, the birds were singing, the sun shining *(WHAT IS THIS UTTER DRIVEL* **-LM**). I crept downstairs into the kitchen. I needed nourishment for today was to be the day of days, the event of the century.

Today I had to fulfill my quest *(DOESN'T HE GO ON* **-LM**), to complete a task all my ancestors had failed. To go a WHOLE WEEK without buying a computer game.

The time was 9 am. I was waved off by hundreds of fellow IDDERS *(WOT?* **-LM**), most wishing me well but some in despair that I might be another young hopeful that always fails. I was determined to do them proud.

The time was 11.00 am and I had passed many computer shops but my willpower was strong.

I stopped for some provisions but for no longer than three minutes.

I was in the last hour of my quest. The people of ID spurred me on. I needed the fame and glory. I wanted to be a hero.

Ten minutes, five, four, three, two, one, I was into the last 30 seconds of this strenuous ordeal. They shouted, cheered and praised me on. Only twenty seconds, ten, three, two, would I make it? ONE!!! YES! YES! a cause for celebration. Maz of Id has gone without buying a computer game for a whole week.
Maz of Id, Ilford, Essex

Very well done. A whole week without buying a computer game! For that you surely deserve some free soft . . .

Get out of the way Lloyd! Let Jaz 'I've sussed on' Rignall talk to this person. Free software? No way matey boy! I know your sort! You're worse than we ever were. I bet you've been pirating ALL WEEK to make up for it. Anyway! One measly week without software. You should have seen Gary before we rescued him. (VIOLINS PLEASE) There were 468 of his family living in a wet paper bag on Berko sewage farm and they couldn't even afford hangman for their abacus until 464 of them were wiped out by a virulent bacteria contracted in a discarded pot noodle. THAT'S what I call hardship! **JR**

. . . is this kind of exaggeration a very good omen for the man who runs the ZZAP Challenge hi-scores list, I ask you?
LM

DON'T PRINT THIS

Ilyas Degia, Hackney, London
PS If this letter is printed do not print this part: Please, please, please, please, please, please could you print this letter. I have written in so many times to PCG and ZZAP! But you never, never print any of my letters. Please ZZAP!, just once.

No chanceroooni matey. The letter was a too bit crawly and I thought people would find it boring so I thought I'd just print this bit instead. What's wrong with being yourself anyway? By the way, PCG is long dead, so they're not likely to print any of your letters!
LM

NICE CONSTRUCTIVE CRITICISMS

Dear Lloyd,
Let's get one thing straight: I'm not one of those people who write to the mag and soak you in praise and worship for the simple reward of a game. Instead, I intend to benefit your publication by submitting some advice which may, or may not, be adhered to.



Firstly, let's get the bad points over with. I expect it is commonly known that the most eye-catching pages are those which are printed with the screen pictures of the game in colour. As well as being attractive, these also tend to give an indication of the quality of the game being reviewed, ie graphics are difficult to judge for oneself without colour. For this reason, I intend to advise you to print in glorious monochrome only those screen pictures which are from a game with a low overall rating. This simple black and white/colour first glance indication would advise your readers visually whether or not the game is a good buy.

The second quibble I intend to bring to the surface is the presence of Minter's column. Initially, I didn't mind its existence, but since it occurred to me that with his newsletter containing a near slating of ZZAP!, Jeff didn't mind too much gaining publicity with his column from the magazine he likes so little. The only conclusion I could draw from this is that he is entirely two faced (the best probably used for sitting on) and that he would feel free to give comment against ZZAP! anywhere except to the face of its editor. Really, if Minter's image isn't shattered by this admission of total dishonesty and lack of courage to approach ZZAP!'s editor and tell him to his face his own opinions, then his image is totally indestructible. As for myself I believe that you submitted fair comment on *Mama Llama*. As to Minter's constant slating of Tony Crowther, saying that Tony's games are all the same, I cannot really see that Minter's differ in all that much of a degree from his others. Every on of them, with the exception of *Psychedelia* (a total waste of money for anyone with an IQ above a negative value) is a typical, boring shoot-em-up, all difficult to control and very repetetive. I mean take *Revenge* for instance. OK the different aliens are funny to look at, but can anyone honestly deny that the humour dies after a few games and that you are left with little variation on the simple 'Space Invaders' theme (LEFT/RIGHT, ZAP/BOOM). How can anyone honestly say anything about another far superior programmer without looking at the quality of his own games first? (Personally I think he's jealous of our Tony.

Okay, so those are the bad points. Now for the good, and those which you should keep in your magazine:

The challenge is reminicent of PCG, but does give the reader an indication of his or her status in games-scoring among the other games freaks. Also it gives valuable tips, methods used by other players to achieve their high scores, so this is definitely a worthy feature in your magazine.

Also there's the cartoon bubbles and faces of the reviewers on each review. Forget anyone who says these must go. I don't look at the writing on a review first at all. I simply consult the expressions of the reviewers' faces and subsequently filter out the good programs from the bad. So, I must say, that for those people like myself who can't wait to turn to the next page, this is good because I can merely glance through the expressions, see which are good and read those first. Then, when I have read the magazine, I can examine it page by page.

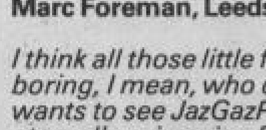
Who designs the covers of the magazine? If I didn't know better I'd say it was the same guy who does the covers for that fantastic Isaac Asimov. Well, is it? I can say with absolute confidence that this is the best cover to reach any computer magazine in the country, if not the world. It is the most eye-catching I have ever seen in my life, and I guarantee that it is the covers' attractiveness that will consistently increase the ZZAP! population.

Marc Foreman, Leeds.

I think all those little faces are boring, I mean, who on earth wants to see JazGazPaz eternally grimacing from almost every page of the mag — apart from the named persons themselves (little big heads). Still, perhaps that's why I'm not the editor and don't get invited to computer shows. Each to their own, I say. As for the covers, they are done by one of Britain's best painterists, none other than Oliver Frey, brother to the 'cool dude' himself, ex of the 'Trigan Empire', 'Dan Dare' and many others. Oli's comic strip inventiveness can be seen in this issue with the start of the TERMINAL MAN.

The simple answer to colour pics vs b/w pics is COST. Unless they're very late in the schedule, all the Sizzlers get colour, but at £60 plus per colour picture separation before you get to the printing (mono only costs about 60p each) you can probably begin to see the economics involved!

LM



ZZAP! WRESTLING

Dear ZZAP!
I'm afraid, but glad, to say that your magazine causes fights in our house. The reason being that as soon as I buy it my three children wait impatiently until I put it down and then there is one mad scramble for it to see who can get it first.

They all think it's great and are constantly looking through it to choose which games I should buy for them to play next (on MY computer!). I also think your mag is good and has many things of interest.

I don't know if this is a good idea or not but could you devote one or two pages to the good or bad points of Micronet, Compunet or some sort of modem.

I ask this as I am thinking of buying a modem and am wondering which service to devote my hard-earned cash to.

R. Higgins, Basildon, Essex.

PS Loved the review of Chicken Chase in the July issue.

Simple answer to your first problem ol' bean is to buy one mag each then you won't have any fights amongst your kiddies and perhaps Newsfield will be able to send me to Chicago next year.

JR

By the way I think you should buy four mags too then perhaps Newsfield could send Julian to Outer Mongolia next year. Seriously though, folks, ZZAP! is now on Micronet (check MBX at the end of this turgid column). They spelt the name wrong at first, but I hope it's been put right, also, our number is listed under Roger Kean, the editor due to some extraordinary regulation which tends to make the listing a bit pointless. In connection with Micronet, we will be looking at some modems and other bits a pieces to do with Micronet soon.

LM

SIR ROCKFORD??!

Dear Sir Rockford,
I would like to congratulate you on your great magazine (which I understand you have some help with). I would like to make a few humble suggestions if I may, your highness. It would be nice to show the cover of the game so we would know what to look out for in the shops. It might also be a good idea to have a 'golden oldies' page.

I was surprised not to see your name on the Queen's honours list. I nearly had heart faliure when I read some idiot's (called Richard Culgey) letter saying that you are an idiot and that your extremely funny comments were totally irrelevant. So, your Highness, if Mr Cugley lays one finger on you I will personally go round to his house and kick him in the

(cont on page 202)

Iain Barn, East Dean, Rotherham

Oh dear! It just gets worse and worse. Anyway, the little cult already has a title: Rockford P.A.I.N I.N T.H.E (C.O.N.T O.N. 2.0.2). On the other point, we do put in the game covers for the very reasons you state, but sometimes there is actually room on the page, and quite often, we get the game to review before the covers are printed — makes life difficult at times!

LM

SISTA TRUBL

Dear Lloyd,
After reading the Muther Trubble I decided to write and tell you about my problem:- SISTER TROUBLE. I come home from school to find her playing my games (the cheek of it). Then I sat down and played her at a few games and suffered from SISTA BEATIS MEUS ATA COMPUTA GAMO. She is also younger than me.

A suggestion for the mag. Why not have an 'Agony Aunt' sort of thing for people who are stuck on games to get help from. Both my sister and I are stuck on *FRAK!* How do you get past the second level?

I've just noticed a bug in your mag. The issue concerned is the July one. Where was the review of *Realm of Impossibility*? Instead there was a review of *Gates of Dawn*. I was mega, mega cheesed off about it as I was thinking of getting it. Any chance of a review in future. Why not have a cartoon of Arthur Pendragon like Jetman in CRASH? We can't let Rockford have all the glory can we.

Ian Johnston, Elie, Fife

Julian did review Realm of Impossibility *but it wasn't included due to too much editorial writing. By the next issue we decided it was too old to review. For those who are interested the marks were Presentation 69%, Graphics 36%, Sound 24%, Hookability 45%, Lastability 48%, VFM 46% and Overall 44%.*

LM

EGOTISTICAL, ECCENTRIC MORON?

Dear Lloyd,
Having read that Jeff Minter doesn't actually like ZZAP!, I would like to express my views on the subject. Although I am probably in a minority when I say this, I feel Jeff Minter is a



stupid over-the-top extremist. Obviously he is entitled to his own views but this does not mean that he can try to persuade others into his philosophy.

Jeff Minter is a successful programmer in his own right, but unfortunately his conceit and big-headedness has falsely convinced him that he should be treated like a god. Furthermore, it is my considered opinion that his games are not particularly brilliant when compared to the skills of Crowther or Gregg Barnett (Melbourne House). Games such as *Attack, Revenge, Sheep in Space, Metagalactic Llamas* and *Gridrunner†Matrix* are not particularly appealing, indeed they are particularly boring and monotonous. *Psychedelia*, however, is one program that has appealed to to me and Mr Minter deserves credit for it. The program is highly original and enjoyable but the instructions that accompany the tape are an excellent example of my point. They are too brief as this is a totally new concept that nobody has previously encountered. They do not explain the special functions of the program to a full enough extent and quite simply are ridiculous. Such quotes as 'see you out by Alpha Centauri . . .' do nothing quell my suspicion that Jeff Minter is a long-haired, egotistical, eccentric moron.

Finally I would like to express my distaste at a certain letter printed in the July edition entitled 'VicBusters'. The machine in question, the Vic 20 was an example of a breakthrough in value for money when, considering that it was brought out four or five years ago, before the infamous Spectrum it offered full colour capabilities and decent sound for under £200. I owned a model for over a year before exchanging it for my 64 and was perfectly happy with it. Obviously, the 64 is infinitely superior, but these two idiots have annoyed me and several others. I would appreciate it if you would abstain from printing such drivel in future, and concentrate on pieces such as my own in the same issue. It was a joy to see it in print and I would like to thank you personally.

P Knee, Bolton.

We have still been receiving tons of mail on the 'Minter Subject' which, if nothing else, proves that the man inspires either hatred or idolatry but certainly not much apathy. He's still very sore about the Mama Llama *review in issue one (from which we've had plenty of feedback, both critisising and supporting our views). I get the feeling that Llamasoft's ad in the last issue was designed to show us that we were wrong and that other reviewers agreed with Minter. I'll leave the judgement to you but I do wonder whether the North Western Evening Mail (Barrow-in-Furness) and the Thetford and Watton Times (Norwich) have a better understanding of computer games than us?*

LM

I'd like to say a quick word regarding the VicBusters. If I'd been replying to the letters then my reply would have been something like 'scared that the Vic 20's memory is bigger than your IQ?' -JR

. . . Fortunately you are not replying, so you wouldn't say anything as insulting as that, would you?

LM again

TWO LETTERS . . . ?!

Dear Lloydy-Baby,
I understand you like poetry so here is an ode to the instruments of Satan called '13 Bananas'. Read it as a lyric.

Banana, Banana, Banana,
Banana, Banana, Banana,
Banana, Banana,
Banana, Banana,
Banana, Banana,
Banana, Banana, Apricot
Beware the Banana in disguise.

Norman Psych Fishperson, Preston, Lancs

Dear Lloyd,
Could you please review the game *The Fishpeople Strike Back*. I've heard it's being imported by US Gold. Also in response to Tony Treadwell's letter I would just like to say sausage rissoto, sausage pie and sausage vindaloo. I also believe you should have more fresh fruit in the magazine for public health education reasons. Particularly if you could shove a banana in Julian Rignall's schedule I would be very pleased. Why don't software houses use the 10X German Loading system *(TURBOTAPE -* **JR***)* which will load a 64K program in under two minutes? I don't find it unreliable. In reply to the VicBusters: the Vic was the best out in its time and hasn't aged badly.

Norman Psyche Fishperson, Preston, Lancs

PS Sausage burgers, bready sausage, braised sausage, bacon sausage, jumbo sausage, party sausage on a stick with a piece of pineapple, sausage con carni, sausage supreme, sausage d'escargots, sausage chow mein, sausage fried rice, sausage pizza, Cumberland sausage, sausage sandwich.

Dear readers, I shouldn't really have let this through, but I just thought it might give you some idea of how much time we all have to waste reading through SOME letters. A perfect example of a total nutter.

LM

Why software houses don't use Turbotape beats me too. I suppose it's too easy to crack. It's a shame though, it's the best turboloader around and it's about three years old! By the way, what's this obsession with sausages and bananas? I'd like to get you to a psychiatrist to see what it all means, although I have drawn my own conclusions.

JR

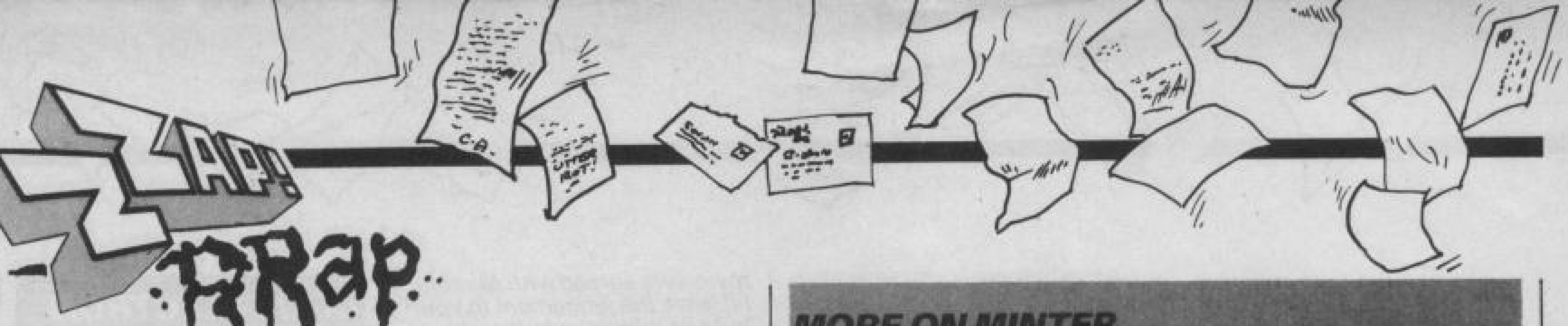
COOL ELECTRON OWNER WRITES

Dear LLoyd,
I am writing to tell you how much I like your mag. The problem is that I haven't got a 64 (like most people who write in). In fact I've got an Acorn Electron. I can hear you now, 'poor boy, what was he thinking of?' Well, the truth is, it was not me! It was my big brother, Robert. We had set our hearts on an Electron and were just about to get one when we heard from a friend of my Dad's who had just bought a 64. I then went and asked Robert about it. I might as well have asked a Spectrum owner. 'No, no the ROM's too small' was the reply, so that was the end of that, no 64 for me. Then Robert saw a friend's 64 working and if by magic was pulled into the 64's magnetic personality. So by next Christmas Robert was a proud owner of a 64. So now my only hope of getting a game of *Boulderdash*, or a quick crack at *Impossible Mission* is to sneak in while he's away. Now he's got his hands on *Elite* (quickly sent by mail order) so that's the end of my games on the 64 for a while.

Andrew Kerr, Dumfries, Scotland.

Sounds like it's time to change your brother, or your brother's friends anyway! Never mind, you can play Elite *on the Electron. Tell him from me that he is to let you play on his 64 more often to make up for leaving you with a bit of a dinosaur.*

LM



ZZAP! RRAP



KOMPLIT NIT SKWRIBES

Dear Creature who reads this letter,
Ever since I discovered the world of computers two years ago and bought one myself I have been looking for a magazine which is as good as my 64, but I have not succeeded until now.

A few months ago I bought FIVE mags each month so I have got a huge mountain of old mags, actually I have got 30 kilos, yes, 30 kilos.

On my quest for the one and only computer magazine I have come over such as: Home Computing Weekly, Commodore Computing International, Your Computer, Your 64, Commodore User, Micro Adventure, Your Commodore, Personal Computing Today.

But now I have found the perfect mag, it is really klooongadooong, and I will buy it each month. Hooray for COMPUTER AND VIDEO GAMES.

Joe Cool alias Soren Vejrum, 9700 Bronderslev, Denmark.

PS Ooops! I think Easy Script has made a mistake (a big one) it has replaced ZZAP! 64 with Computer and Video Games (go wash your mouth). Of course it is not C&VG I'm going to buy but the klooongadooong ZZAP! 64.

PPS Is there any way to get my hands on a copy of ZZAP! 64 issue one? I would really like to get it because of the reviews and all the rest.

PPPS You may say that it's my own fault that I didn't get the first issue of ZZAP!64 but it isn't. It never reached Denmark. By the way, over here the mag costs what equals to £2 but it's still great value for money.

PPPPS I think Rockford is great, almost as funny as the small drawings in MAD magazine.

PPPPPS I really think this letter is worth the first ZZAP! 64 don't you?

PPPPPPS This letter is written on my own home-made self-destructive paper. When you have finished reading it, it will mutate into an enormous, pink, elephant-eagle . . .

. . . at which point this letter becomes real silly. Thanks for the endless PSs, but it won't get you anywhere, you know. Issue one can be purchased through the back numbers ad.
LM

A BLOODIED AXE

Dear ZZAP!
Hey, you've heard about Brian, haven't you? You know, *Brian Bloodaxe*, that mega-hit on the Spectrum of earlier this year. Yeah, that one, the game that CRASH raved and raved about (as in '. . . an excellent game which is representative of the high class of software which is being produced today.' and '. . . *BB* is a truly marvellous think, and a game which I don't think THE EDGE could improve upon.') Yeah that one. You got it, the one that got a PCG HIT review, only just fell a few points of a CRASH SMASH, and either got 'hit' or 'star game' status in virtually every other mag going.

That's the one. Right now listen, you won't believe this but ZZAP! just reviewed the C64 translation of it, right. And you saw it, right? I know, I know, the review is almost word for word identical to the one that appeared in CRASH, but that was due to time constraints, honest — the game was reviewed fully, honest. Anyway, why I called was . . . what? Oh yeah, I know that one of the reviewer's comments was virtually identical except for the ending, which instead of saying that *BB* was hot stuff, he said it wasn't up to much, even as a Spectrum game. But listen, this is important, no really, listen. You see the name of the game is 'let's knock everything Speccy.' Oh leave off, don't start laughing again. Seriously, yeah, the game everyone raved about on the Spectrum, well you have to, I mean it's the only thing a decent C64 owner **can** do, isn't it? You have to put the game down. I mean, of course acknowledge that the game is an almost perfect translation of what made Brian a mega-hit on the Spectrum, but let's then really drive it down for being like a Speccy game. Geddit? Oh come on, I'm trying to be serious, really. What do you mean, you think I'm joking?

I heard that. Eh? Sorry mate, think you've got a crossed line. Maybe son, but let's talk some sense here for a minute. When a game gets virtually mega-status on one micro, what choice does a software house have but to translate the game as faithfully as possible onto other micros. Especially when they've been flooded with requests from C64 owners to do a translation! I mean, if they changed it in any significant way, you guys would have to knock it for being 'not the same game' and a 'rip off for calling it by the same name.' Right? yeah, I guess so. And the flickering sprites! Yes, I hear THE EDGE have a handle on that. You see, the C64 supports a staggering **8** software sprites, whereas *Brian* demands up to 30 on a single screen. So software sprites are all that's possible. Yeah, you **can** get round it, but that takes RAM — and there's precious little of that left in a C64 when THE EDGE finished putting in over 110 screens and around 350 animated characters, tools, weapons etc.

What do you expect from lovers of *aardvarks*? Yeah that's right, Penguins.
Cheers,
THE EDGE

The editor, Roger Kean, replies . . .

There now follows a short program of excuses . . . At the time Brian *was reviewed there existed a measure of chaos in as much as the ZZAP! team lost a week through the Commodore Show, and several more days upheaval due to the move from Yeovil. However,* Brian *was reviewed thoroughly in the sense that it received a reasonable amount of playing and deciding time. The chaos, therefore, affected not the opinions of the reviewers as far as their feelings about the game, but it did affect the compilation of the various elements of the piece,* **viz** *the similarities to the earlier CRASH review. The argument went: the game is the same, why write an entirely new intro piece when time is very short?*

Having said that, I concede that the tone of the reviewers' comments is unnecessarily vitriolic and personal in the sense that THE EDGE is openly accused of 'crimes' that have little to do with the job of reviewing a game and, in my opinion, the tone has more to do with being 'clever' in the traditional sense of reviewing something (ie a snappy comment at the expense of the object reviewed designed to tell you more about how clever the reviewer is supposed to be than how good or bad the game is). It has always been a Newsfield

MORE ON MINTER

Dear Abnormal ZZAPERS!
Who does the hairy guy on page five, issue three think he is? I mean WOW! Let's all slag down another mag because everybody is using ours for toilet paper.

I mean man, I've been receiving Jeff's boring little printout thing since it first came out. All you get is a load of tongue wobble about those crummy Atari slide rule things they call computers.

Oh, I forgot about the crazy Star Wars machine he keeps going on about. Hey, man didn't you know we are all millionaires and can afford a mega real arcade game.

'The reviews are written by 12 year olds' he said. Look who's talking. A silly hippy who won't write a game with Tony Crowther, who rides about on a silly bike and can't be bothered to wear socks. I mean he's the one with a mental age of 12, not Roger and the gang.

If he doesn't like the mag tell him to go elsewhere and let a true Commodore fan take over. Tony Crowther is a lot more grown up and fun. PHEW!!!

I think your mag is well . . . ZZAP! There's no other word for it. I feel sorry for people with stutters though. One Z is enough to pronounce but two! It takes twice as long. Your name, ZZAP!, reminded me so much of a rap song that I decided to write to you while I was on my deathbed. My brother throws it through the window while I'm in it.

THE MAD ZZAP! RAP

Come on down,
To the big ZZAP! sound.
There's Roger,
Paul, Lloyd,
Gaz and Jaz,
There's even Rockford,
The cute little mute.

Chorus.
Z-Z-Z-Z-Z-Z-Z-AP! RAPPIN'
(YEAAAAH)

They netted the Wizard,
The Scorelord an' all,
They even gave a dartboard,
With camels so tall,
You can find it on 94,
Warning, though, it's quite a bore.

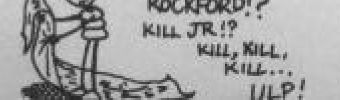
Chorus.

Look out BBC's,
Here we come,
We're the evil ZZAP! rappers,
An evil bunch,
I must leave now,
Off for my lunch,
To open my fan mail,
Or a kiss from Jeff's punch.

Chorus.

Simon Eyre, Sheffield

What can I say..? Apart from watch it. Jools has rather strong pro-Atari feelings and gets rather aggressed when people start to needlessly slag them off. They are excellent machines (lacking only in large support due to initial high prices) and are identical to the 64 in many, many respects. Why do you think most 64 games exist on the Atari (or vice-versa). The other thing. Do you realise that the Atari is nearly SIX! And they haven't changed all that much!
LM



MORE GAMES THAN THE OLYMPICS

LIEN · ABYSS · ADVENTURE QUEST · AGENT USA · AIR TRAFFIC CONTROL · AMERICAN FOOTBALL · ANT ATTACK · AUTOMANIA · AVALON · AVIATOR · BATTLECARS · BI
EAD · BLAGGER · BLOCKBUSTERS · BLUE MAX · BOILER HOUSE · BOULDER DASH · BRAINSTORM · BRAXX BLUFF · BRUCE LEE · BYTE · CAMELOT · CASTLE OF TER
ODENAME MAT · DALEY THOMPSON'S DECATHLON · DETECTIVE · DIGGER DAN · DOOMDARK'S REVENGE · DRAGON FIRE · DRELBS · DUNGEON ADVENTURE · EDDIE
IMP CHALLENGE · ELITE · EUREKA · FIGHTER PILOT · FIREQUEST · FLAK · FOOTBALL MANAGER · GHOSTBUSTERS · GIFT FROM THE GODS · GOLD RUSH · GRAND PRIX D
UZZLER · HIGH NOON · HOT DOT SPOTTER · HULK · IMPOSSIBLE MISSION · INTERDICTOR PILOT · JACK & THE BEANSTALK · JASPER · JET SET WILLY · JETPAC · JINN G
NIGHTLORE · KOKOTONI WILF · LEGIONNAIRE · LEMMING SYNDROME · LORDS OF MIDNIGHT · MANIC MINER · MASTERMIND · MATCH DAY · MATCH POINT · MOLAR M
OON PATROL · MR ROBOT · MS PAC MAN · MUGSY · MUSIC MACHINE · MUTANT MONTY · MYCHESS II · NATO COMMANDER · NOMAD OF TIME · OLYMPICS 84 · OI
ETER PAN · PIPE LINE · PLOP · POGO · POLE POSITION · POSITRON · PYJAMARAMA · QUANGO · QUIZMASTER · RAID OVER MOSCOW · RATTLER · REDCOATS · RETUR
DEN · RIVER RAID · ROBBER · ROBOTRON 2084 · ROLAND GOES DIGGING · SABRE WULF · SAGA OF ERIC THE VIKING · SCRABBLE · SCUBBER DIVE · SHEER PANIC · SHERL
HIP OF THE LINE · SHOOT THE RAPIDS · SKOOL DAZE · SKULL · SMUGGLER · SNOOKER · SNOWBALL · SOFTWARE STAR · SON OF BLAGGER · SPACE SHUTTLE · SPELLBO
ESIEGED · SPIDER-MAN · SPIRIT OF THE STONES · SPITFIRE ACE · SPY HUNTER · STAFF OF KARNATH · STAR TRADER · STAR TREK ADVENTURE · STAR WARRIOR · STELL
TEVE DAVIS SNOOKER · STOP THE EXPRESS · STRIP POKER · SUICIDE EXPRESS · SULTAN'S MAZE · SWAG · TALES OF THE ARABIAN NIGHTS · TECHNICIAN TED · TEST MA
IE GALACTIC PLAGUE · THE GREAT SPACE RACE · THE THINKER · TIR NA NOG · TRANSYLVANIAN TOWER · UGH! · VIZAWRITE 64 · WANTED MONTY MOLE · WEA
ASTER · WHITE LIGHTNING · WILD WORDS · WIZARD OF WOR · XAVIOR · ZAGA MISSION · ZARM · ZAXXON · ZENJI · ZODIAC MASTER · ZOOM PASCAL · ZORK II · ZO

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Publications policy to try and avoid that kind of comment unless it is really called for, although sometimes the feelings do slip in. We have had one other irate software house upset by the 'tone' of a review, namely New Generation (see News Flash), and to perhaps a lesser degree, their complaint falls into the same category as that of THE EDGE.

Despite THE EDGE's amusing letter, I am aware this is a serious problem in their view. They are worried by the total divergence of reviews in CRASH and ZZAP! It is a valid point. Do C64 owners sneer at anything that has been a success on the Spectrum? Should a software house that has had a success on one computer translate the game verbatim, so to speak, onto another? Or should the game be totally rewritten? And despite the similarity in many respects between the wording of the CRASH and ZZAP! reviews, the individual reviewers are totally different people with different likes and dislikes — they did feel strongly that on the 64, Brian *didn't work as well. It's arguable that to have given* Brian *a worse review than say* Jet Set Willy II *makes nonsense of the reviewers' attitudes — but then, these will always differ with those of the producing software house.*

It seems only fair to give one ZZAP! reviewer the chance to reply as well — **Gary Penn** *...*

'To quote your quote "... an excellent game which is representative of the high class of software which is being produced today"... "today" was around half a year ago and things have changed quite considerably since. Software is of a much higher standard in all respects — superior graphics, sound and more importantly gameplay.

'I understand the problem of flickery sprites when there are so many to handle, but I can't seriously believe that 64 owners are going to accept such "qualities" as say flickering sprites.

Don't get me wrong, I respect THE EDGE as a company and feel that they have a lot to offer as a software house. But I do feel that more care should go into what is released because when you compare Brian Bloodaxe *to a large proportion of present software it just doesn't, in my opinion, make the grade, for example* Summer Games II *which retails at the same price.*

One other thing. I respect the Spectrum as a games machine and what it has done for games software today — I don't knock "Speccy" stuff for its own sake.'

Well, there you go! Controversy all the way down the line, and I don't think there's anything more I can add apart from to say — DUCK!
LM

STOP THE ROT

Dear Lloyd,
I have several comments to make about your ZZAP! RRAP page. My first point is the amount of wasted space in printing letters sent in to say how good the magazine is. I'm sure you are very pleased to have letters praising the magazine but do you have to print so many. I'm sure the space could have been used more profitably, such letters are very boring to read. You have made a small attempt to reduce the amount of space wasted by printing a mini raves section but I feel that even this isn't good enough

My second point about the letters page is the lucky dip. Although I can see that this encourages people to write in to the magazine the type of person who writes in merely to get a free game probably has nothing useful or interesting to contribute to the magazine anyway.

In order to improve the quality of the letters page I suggest that you write a note saying that you won't print any more letters of praise. I also suggest that you give tapes only to deserving letters that have something to say, not drivel like 'I Hunger For Your Mag' (June).

In reply to your article in ZZAP! ED: 'One Man's Meat' (July). I'm glad to see that Jeff Minter has the strength of character to say what he really thinks of the magazine rather than grovelling and praising it to the skies just because he has a feature in it. I personally agree with what he had to say.

To end on a happy note I would like to say that Rockford is really great and I find him amusing
S Pearce, Southbourne, Bournemouth.

So you agree with Minter eh? And you buy the mag eh? You must be a 12 year old then eh? I agree that crawly letters are boring — the editorial policy has changed quite a bit, although, as you say, a bit of praise now and then is gratifying! As you may have seen from the last issue, the Miniraves have gone altogether, and I hope you find the RRAP more constructive now. We now only have one letter of the month so that will get rid of most of the scavengers, I hope!
LM

HE'S CRAWLY

Dear Lloyd,
I am an Oric owner. I am not crawly. I buy your magazine. I have not got a 64. I am not crawly. I hate breakdancers. I hate US Gold. I am not crawly. Page 69. 'Nuff said.
Ivan with an Oric serial no. 9932.

I breakdance. Therefore you crawl.
LM

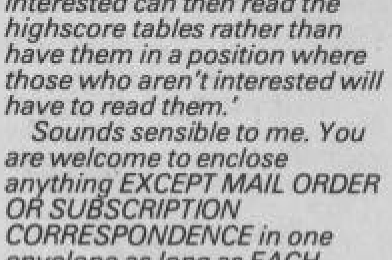
HI-SCORE BUBBLES

Dear Lloyd,
In Julian Rignall's, Gary Penn's and Paul Sumner's speech bubbles why not put their high scores for the game they have reviewed? This would make interesting reading and give all new buyers something to measure their own scores by.

Is it OK to put letters, challenge and comps in the same envelope as this saves postage money which can go towards games and the magazine.
Anthony Jones, Newport, Gwent.

You can't be serious! These guys have trouble getting their reviews together in time as it is without spending hours playing for really respectable scores (though they do often get them anyway). Julian says, 'As I'm in charge of highscore management I put any good scores into the highscore table rather than clutter up our bubbles. Those who are interested can then read the highscore tables rather than have them in a position where those who aren't interested will have to read them.'

Sounds sensible to me. You are welcome to enclose anything EXCEPT MAIL ORDER OR SUBSCRIPTION CORRESPONDENCE in one envelope as long as EACH enclosure has your name and address on it AND the big envelope states MULTIPLE ENTRY clearly on it (it also helps if you state on the envelope all the things it contains which stops any confusion about which letters should go to whom.
LM



... CONTINUING ..

Last month I only printed part of a letter from a 'reader' (quotes intended). My heart has softened since, so here is the rest of it — it began, 'Dear Crap,' — remember it?

Looking through issue three I see horrible amounts of crawly letters just because of some free tapes. I feel I must refuse such bribery and tell you what I really think.

Your mag has been going downhill ever since the first issue. Jeff Minter is DEAD RIGHT. Mutant reviews by 12 year olds for 12 year olds. My comments follow:-

REVIEWS — Kiddy and getting more so. Or can't games players write decent English? How can you give *Entombed*'s graphics 92%? Ultimate can't program multicolour sprites to save their lives *(coming from a Minter fan that's unbelievably hypocritical* **-JR***)*. Then there was *Mama Llama*. You don't seriously mean to tell me that you played it for hours on end.

ROCKFORD — Don't you think you're overdoing it? Have you got some sort of cash deal with First Star?

MISCELLANEOUS — In the name of god get rid of those ridiculous drawings on your review pages. As for the Scorelord — you couldn't frighten a mouse, pal.

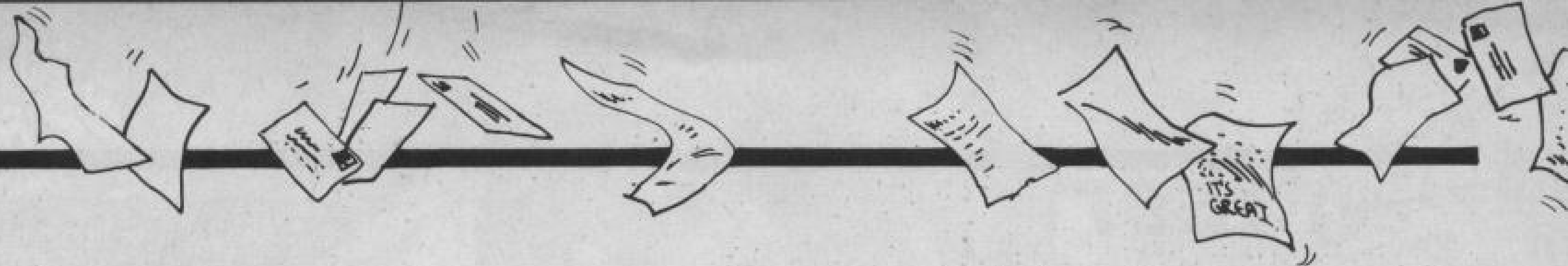
To sum up your magazine is beginning to STINK!
Filthy Fred, E Blogham Police Force.

Don't get in my way Lloyd this is my department... What a retard you are 'Filthy Fred'. Why are Minter fans too frightened to put their real names down and have to cringe cowardly behind pathetic and totally infantile psudonyms, and he says we are the 12 year olds! What's wrong? Too scared to identify yourself? We gave Mama Llama *more time than the average game. Judging by the few scores that were sent in to me I did very well with a score of* **702,000 CF 136** *as did Gary with* **958,000 CF 174**. *Therefore don't you think we have reason to think our criticisms are justified? What's your score? Does anyone else think we are going downhill?*
JR

Don't think there's much I can add to that ...
LM

JULIAN'S GOT A GLASS EYE

Dear Lloyd,
Just writing to express a few opinions. Talking about Bob Wade being disfigured, it seems, after close inspection of this month's issue of ZZAP! Julian Rignall, it seems, is also inflicted with a nasty



disablement. He's got a glass eye which keeps on popping out every time he sees a 'tacky' game, and has to keep shoving it back in. Along with Gary's weird and wonderful poses, I'm beginning to wonder how you could choose these poor people. (No offence huh?)

I'll back you up now. How can Jeff Minter say that it's childish to say 'brill' when he uses words like 'cosmic vibes' and so on. I realise it's only a bit of fun, but he shouldn't accuse people of things that he does.

How come everyone calls Elvin out of *Impossible Mission*, Professor Mindbender??? I noticed this in the last issue of PCG, and also in the letter from a certain Andrew Clarke in issue two of ZZAP! In my instructions, at least, he is referred to as Elvin Atombender: are different instructions printed for disk and cassette?

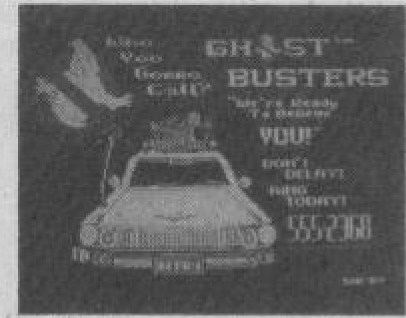
Great to see Rockford, but how about stuffing his rocks (?) down his gullet to shut him up a bit.

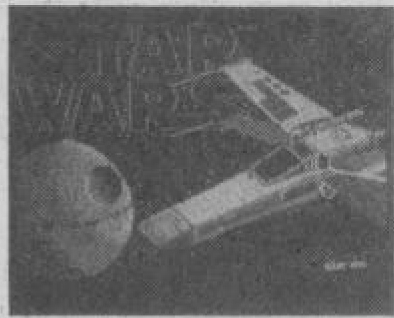
Tony Buckingham, Solihull, W Midlands

No, Julian's putting back both his glass eyes and also his contact lenses. In fact, despite popular myth, none of the reviewers were chosen for their games abilities, rather more for their grotesque appearances — after all, having taken the foolish decision to feature their mugs in every review, who wants to look at something regular and bland?

ZZAP! ON DISK

Not so much a letter as a picturegram. We were delighted to receive a disk from **S Robertson** *of Crayford, Kent that contained some screen graphics featuring* Ghostbusters, Star Wars *and this design for ZZAP! Good one Mr Robertson — what does the S stand for?*
LM







BETTER PAID?

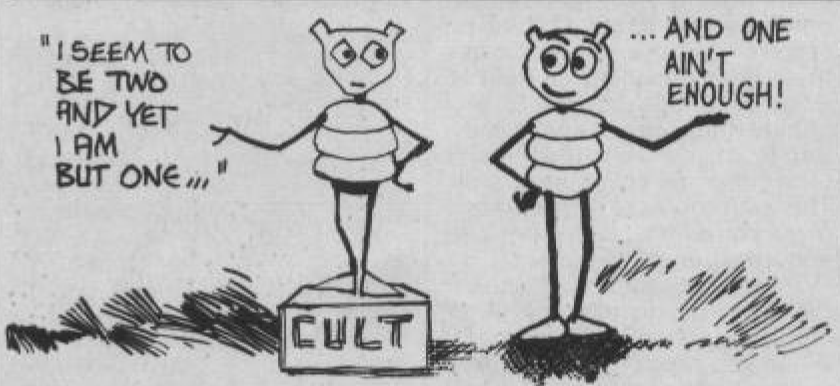
Dear Lloyd,
Good to see you writing in ZZAP! Surely you can't complain about being under paid now, working for two best-selling mags. Now that you are here, why don't you bring some of CRASH's best points, eg the Merely Mangram column. It is probably the best part of CRASH and would certainly improve ZZAP!.

In this month's ZZAP! (issue 4) I notice that Rockford's body has changed shape. He now has round feet instead of triangles and his head has got fatter and rounder and looks as though he's swallowed a boulder. Do you have a new person drawing him, and if so who? Try and stick to the original artist because I think he's better.

John Maltman (15), Dalgety Bay, Fife

What makes you think they pay me more for working on two mags, John? All I got was a productivity agreement — twice as many words per month and I get to use one of the word processors (supposed to make my life easier, but honestly, there's nothing wrong with a 1922 Hermes typewriter except the deafening racket it makes). Oh alright — they are paying me a few quid a week more, so you can all stop sending me the half pennies — ten pences are much better appreciated!

You're right, Rockford has changed a bit. The last issue's were drawn by none other than our very own Gary Penn, whereas before that Oliver Frey did them. trouble is, Oli hasn't got the time what with two mags to get through — that's one a fortnight after all. Matter of fact, I think Gary's Rockfords are pretty good, but practice, as they say, makes perfect. Gotta give a guy a chance you know. On the same subject **Ivan** *of Cheltenham says:*



Why have you changed Rockford's artist? He used to have genuine charisma and wit, but now merely plods along making predictable and unimaginative statements, looking as if he's been drawn by a 10 year old with no artistic talent whatsoever. Even I could do better. Bring back the real Rockford!!

Gary's getting younger every month. Minter demoted him to a 12 year old and now Ivan reckons he's ten. Actually, considering his real mental age is only 5, I think he's doing pretty well.

('Ere are you takin' the mik or trying to incinerate sumfink? - **GP***)*

There we go for another month. Can next month be any worse, will it get better, will ZZAP! readers learn to write English, will they have anything sensible to say??? All this and more may be answered in next month's ZZAP RRAP, the ccolumn ffor ppeople wwith a ssttutter. Write to RRAP, ZZAP! 64, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB. And for those who prefer the new electronic medium to old steam post, you can talk to ZZAP! via Micronet by MBX-ing us on:

105845620

ZZAP! TEST

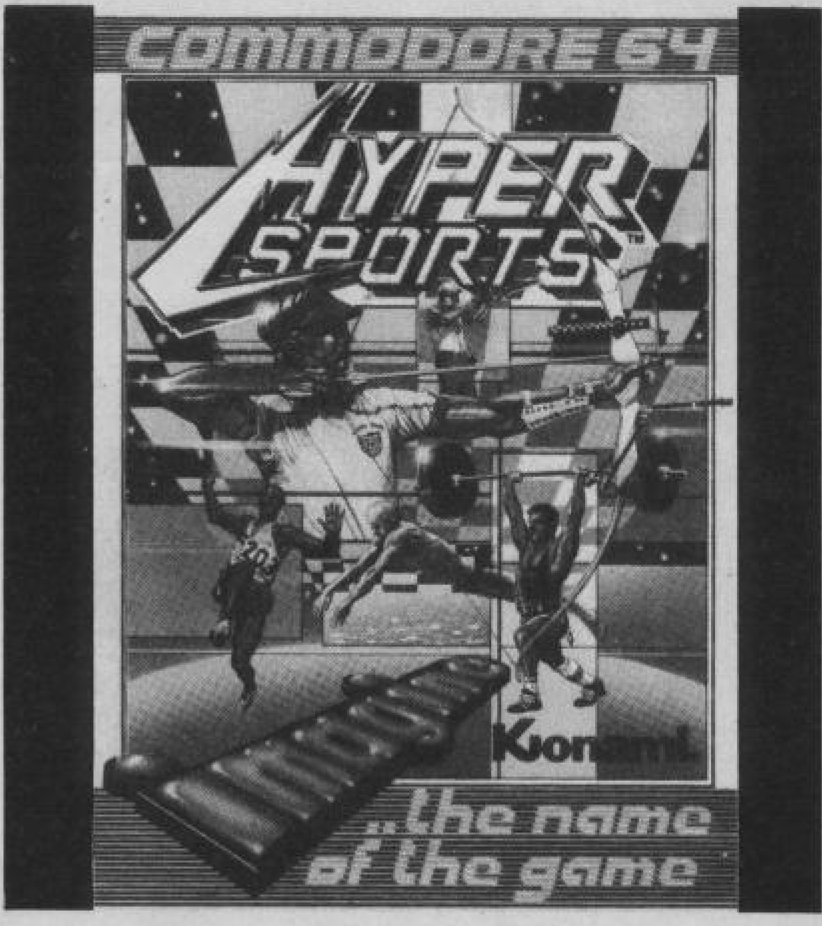
HYPER SPORTS

Imagine, £8.95 cass, joystick and keys

HYPER SPORTS ARRIVES — BUT TOO LATE

Okay, so there's no screen shots, so let us tell you a story. Once upon a time there was a company called Imagine and they had this fabbo game called *Hyper Sports*. We asked and asked them to send it to us but they didn't. By the time it eventually got here it was long past our photography deadline so we couldn't take 'em, so I'm afraid you'll have to look out for those yourself.

Another thing, which concerns more the trials of being a reviewer, was when Julian was writing this review. Whanging the thing out at 'hold the front page' speeds on an NEC terminal he decided to upload into the Apricot system. Being in such haste he pressed ONE wrong button and instead of a prompt of some sort the NEC killed the file, all 6K of it. The following superfluous stream of curses made even Lloyd cringe behind his Hermes 1922 typewriter. Anyway, on with what you really want to read.



Here it is at last . . . the long awaited *Hyper Sports*. The game was a follow up to the huge arcade (and much copied) hit *Track and Field*. There is the same sort of scoring and the same gameplay still applies. In each event you have a certain target which you have to reach to qualify. If you don't meet this requirement then your game will end, if, on the other hand, you do then you'll automatically move on to the next event.

Hyper Sports is a direct copy from the arcade game barring only one aspect, the pole vaulting event. Why this has happened I don't know but still, there are six of the original events there and they are copied in their entirety.

The game kicks off with an exhausting freestyle swimming event. This is similar in style to the 110 metre hurdles in *Track and Field*. You have to belt along by hurling your joystick from side to side and when the prompt 'breathe' comes up press the fire button. Don't leave it too long to press fire otherwise your man will slow up completely and don't press the fire button when your man's head is under water because, not unsurprisingly, this causes him to cough and splutter and slow up for ages (enough to cost you the race.

Once the swimming is over it's time to go outside for the skeet shooting. Your man sits at the bottom centre of the screen with a doubled barreled shotgun in his hand. He aims this gun automatically and this is represented by two floating boxes on screen. As the skeets move through it press left or right to fire one of the barrels. If you qualify then you get a wink and a grin from your man, if you don't then he gives you a sour look. This isn't too hard or taxing and gives you a little rest to summon enough strength to tackle . . .

The horse vaulting. This is a real toughie despite the automatic run up to the springboard. When you reach it the skill takes over — press fire when you do and he bounces onto the horse, wait until he's doing a horizontal hand stand then press fire button again and hurl the joystick around the room. This is a really tricky event and takes quite a bit of practice to be able to qualify regularly.

After that spot of bother comes the nice and relaxing archery event. Pick your wind speed with the fire button and you're off. A target is winched down the screen and you have to decide when to release your arrow and at what angle it should be shot at. It all sounds really complex but is in fact a doddle to do.

After the Robin Hood impersonation comes the tripple jump, yet another event to give you a coronary. Speed up to the scratch line (forget that your wrist is being held together by two ligaments and a bit of stringy flesh) and press fire button trying to get as near to 45 degrees as possible. Repeat twice for the step and the jump. It's quite tricky getting the timing but once mastered some huge jumps are easy to accomplish.

The final event is the weightlifting. Choose the weight you want to tackle by moving the joystick left or right and then press fire. To lift the weight try to mash the joystick until the weightlifter flashes. When he does press fire, this 'snatches' the weight above his head. Keep on pummelling the stick until the judges lights all go white. If they do then it's a successful lift.

Once that is over it's back to the swimming again only this time all the qualifying targets have been upped, sapping even more of your rapidly diminishing strength.



This is a first rate conversion and being an ex-addict (there's no Hyper Sports machine in Ludlow, come to think of it there's no machines in Ludlow at all boohoo) of the arcade machine there are still a few things Imagine could have picked up on. Firstly there is the lack of a power bar. Although being of no real use in the game I find it useful to gauge how well you're doing. There's also no multi-player option and all of the little 'cheats' and 'bugs' are missing. These quibbles aside, Imagine have done a truly wonderful job on the graphics and sound — a real megatune while its loading and tankings of jingles and effects during the game make it one of the best sounding games around. The graphics on all screens are identical to the arcade version and the game, although being slightly harder than the coin-op original, is really challenging and fun. Superb stuff Imagine, I can't wait for Yie ar Kung Fu.



I was incredibly impressed with this excellent arcade conversion from the very beginning. The loading screen is brilliant with some outstanding music (64 music really is reaching a stunning peak) and wonderfully animated runners. Overall presentation is also superb with several authentic arcade style touches and in fact the graphics are nearly arcade perfect with high definition and use of colour (although I am not too impressed with the standard of animation when compared next to, say, Summer Games II*). Sound is consistently good throughout the game and I would say it is better than that of the original arcade game (there isn't any speech in this version unfortunately). I am disappointed that there isn't a multi-player option as the two player competitive element is lost.* Hyper Sports *has certainly revitalised my interest in frantic joystick pounding and is worthy of the success it will gain.*

Presentation 90%
Fab loading screen and instructions.

Graphics 93%
Big, colourful and bold.

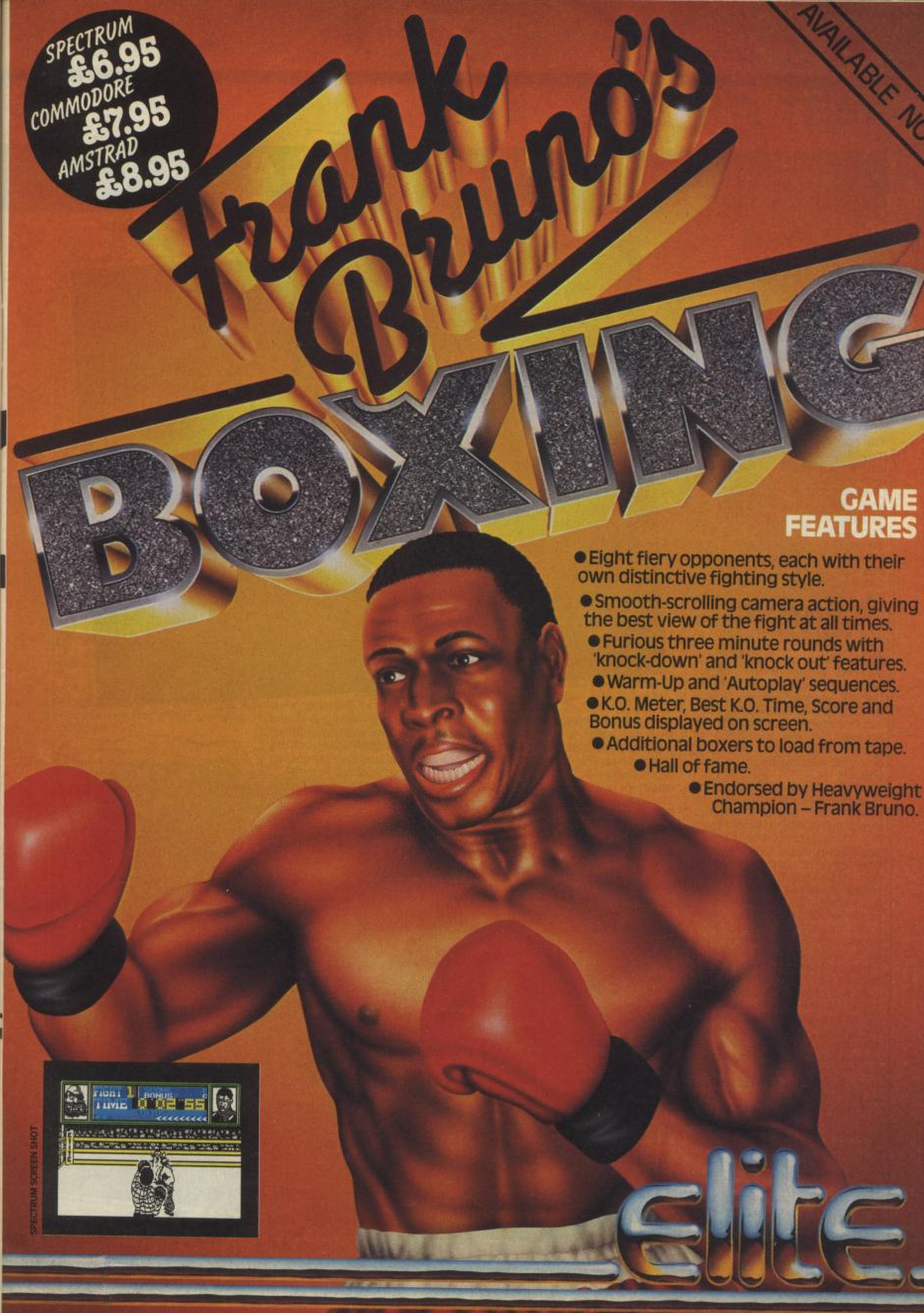
Sound 98%
Ace loading tune, effect and jingles.

Hookability 94%
Will your joystick stand it?

Lastability 88%
Or your heart for that matter?

Value for Money 92%
Nine quid for a mini Hyper Sports arcade machine.

Overall 90%
Among the best of arcade conversions.



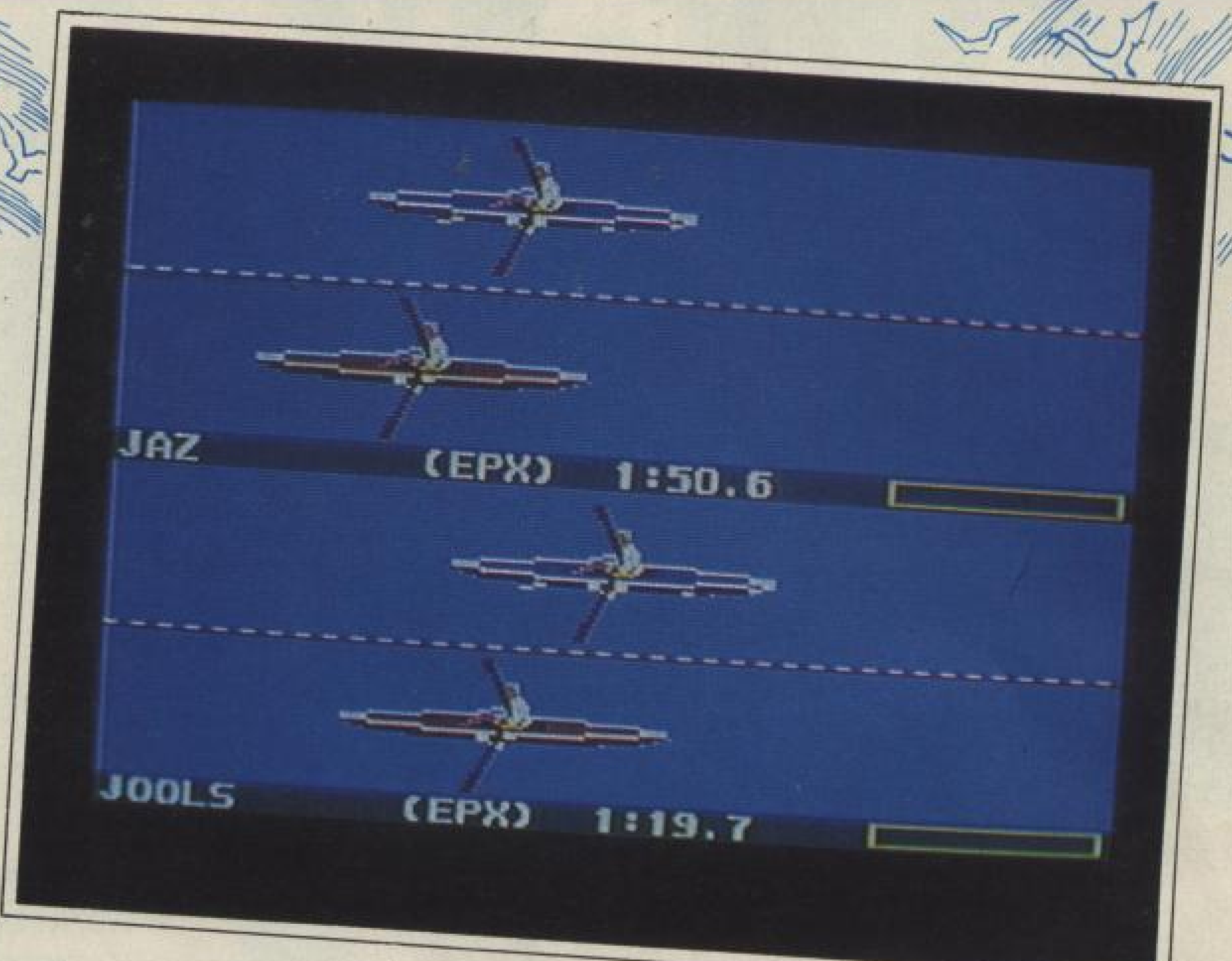
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SEPTEMBER



SUMMER GAMES II

US Gold/Epyx, £9.95 cass, £14.95 disk, joystick only



The familiar figure of a bronzed muscular athlete strides boldly into the stadium, bearing lighted torch in hand, to the sound of the Olympic theme. He leaps elegantly up the steps to the podium, pauses and sets the Olympic Flame burning. A flock of white doves are released and fly gracefully up and out of the Stadium to the skies and freedom. So begins the first day of the Olympic Games . . . So begins *Summer Games II*!

This is one of the first of US Gold's freshly acquired batch of Epyx games to be released in this country and is the long awaited sequel to the highly acclaimed and popular *Summer Games*, as marketed in Britain by Quicksilva. *Summer Games* has been widely accepted as the greatest of the multitude of sports simulations available, since its release nearly a year ago.

Unlike most of the genre, *Summer Games* didn't rely on heavy (and sweaty!) joystick waggling sessions (apart from the 100m dash, but that's only **one** event). Each event had its own original control method that made each of the eight different events challenging and fun to play. There were a number of options to increase enjoyment of play and up to eight people could compete against each other. *Summer Games II* takes all of these elements and adds to them.

As with *Summer Games* there are eight events to compete in for up to eight competitors with improved, and more, options. A menu of eight (9 on the disk version), compared with six on the original, appear on screen and can be selected by joystick or keyboard. You can compete in either one, some or all of the events or practise. One or two joysticks may be used (for head to head play) and there is a high score table of world records that can be viewed at any time, as any world records achieved are saved to disk for posterity (or to show off to a few people). When using two joysticks, the program utilises the same 'intelligence' utilised in *Pitstop II* ie any player can use whichever joystick port they so desire by simply pressing the button of the stick they wish to use. It is also possible to see the opening ceremonies again or even the spectacular closing ceremonies. Another option, **only present on disk**, is the ability to merge it with *Summer Games* so that you can play a mammoth sixteen events in one go!

Each event takes up a large amount of memory and so has to be individually loaded in via disk or cassette. The disk version takes up two sides of a diskette with four events to each side (the computer prompts you as to which side of the disk is to be used).

When practising an event you can play away to your heart's content and have unlimited goes in a row, but any mega-records achieved won't be saved to disk. If you compete in events, on the other hand, each game you play is a sort of one-off but at least any cool scores will be saved out (for scoring details, see panel piece). And after all that—onto the events...

TRIPLE JUMP

The first of the eight events has you hopping, skipping and jumping your way to the record books, beneath the critical eye of an enthusiastic crowd and the sweltering heat of the stadium. The whole thing is seen from a spectator's point of view — the track and other members of the crowd are visible along with a few bits of sports equipment left lying around and the flags of all countries along the edge of the stadium.

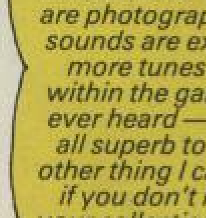
The event starts with your athlete poised for action and swaying with anticipation, his shadow mimicking his lively motions. A piece of music is played as he limbers up, before a press of the fire button sends him on his way, the screen scrolling with the player as he pounds down the track. As soon as the player hits the line four deft moves of the joystick are needed — one for the hop, the skip and the jump. A further push is required to give extra boost in flight. Critical timing is of the essence and quick judgement and reflexes are necessary. A successful jump results in a roar of approval from the crowd and an instant replay on a small monitor at the top of the screen.

The judges will declare a fault should you overstep the line or perform a movement too late. In you are given three attempts to prove your worth, in practice mode you can jump as many times as desired.

ROWING

The second event on the list has you rowing your way to victory against the computer or another

After Gary's little comment about the game there's nothing much to say — he seems to have swiped all the superlatives listed in the Complete Oxford Dictionary (and Lloyd Mangram's Long Word Dictionary is far too expensive for me)! I thoroughly agree with what Gary has said and this really is a sports simulation to end all sports simulations. The graphics are photographics and the sounds are excellent with more tunes contained within the game than I've ever heard — and they're all superb too! The only other thing I can say is that if you don't have this in your collection then you're wasting your 64. This piece of software reaches the very pinnacle of 64 programming to date.

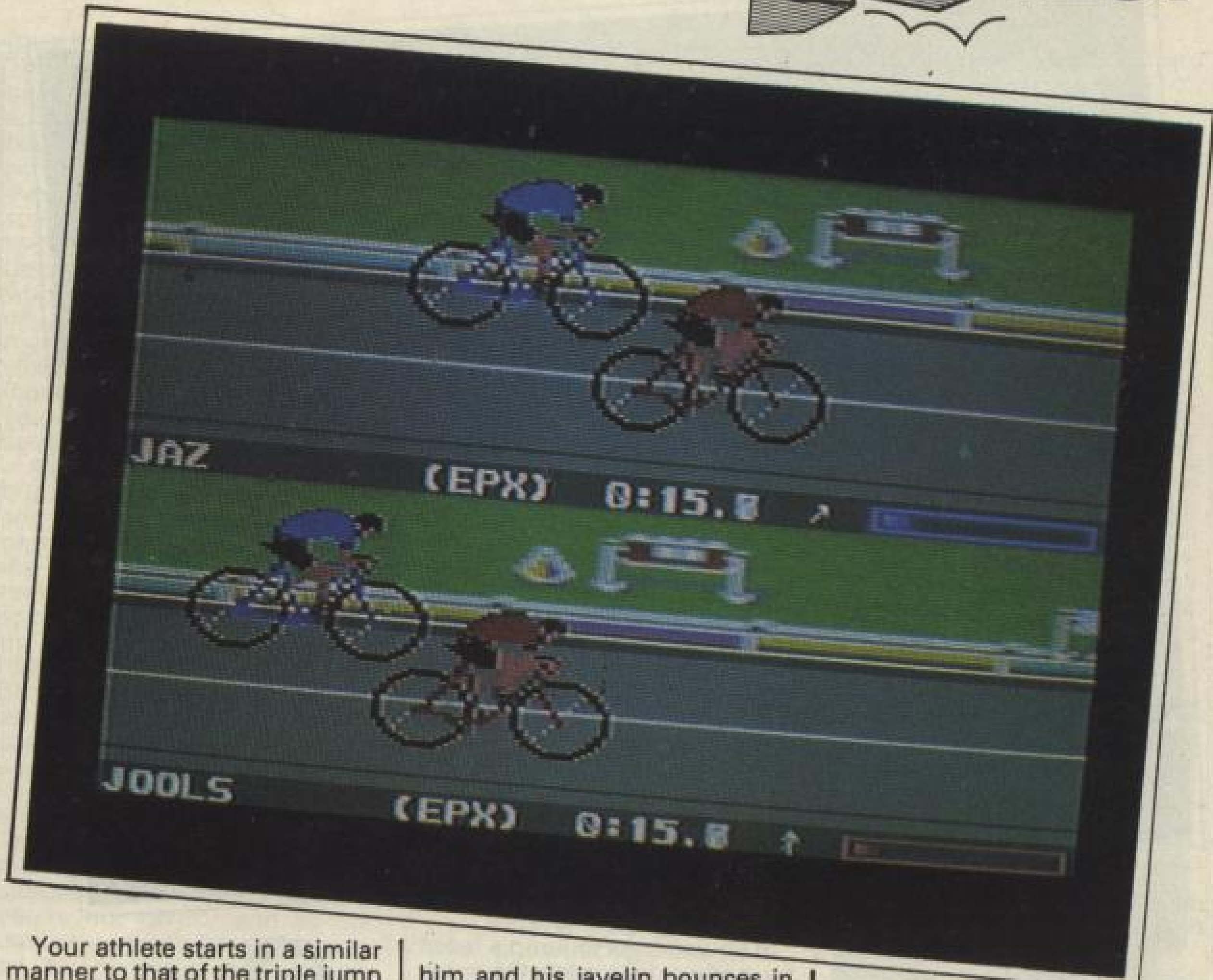


"WOT IS ART DEPT. DOING?! GARRY SPEAKS ON PAGE 18"



player. You are initially presented with a split screen view of two boats (similar to *Pitstop II* except this is a plan view) along with a jaunty piece of music. As with *Pitstop II* you can select to be either the top or bottom player by pressing the fire button when instructed. After a quick **ready**, **set**, **GO!** countdown the race is on.

The course is 250 metres and must be completed in the quickest time possible. The joystick is used to row, with left/right strokes to raise the oars and to push them through the water. A good rhythm is required throughout the race in order to excel. Both screens scroll with each player as he or she makes their way down the course, past the distance markers and buoys (which bob up and down as the boats pass)! Each player's course time is displayed next to a speedometer which shows the player's speed.

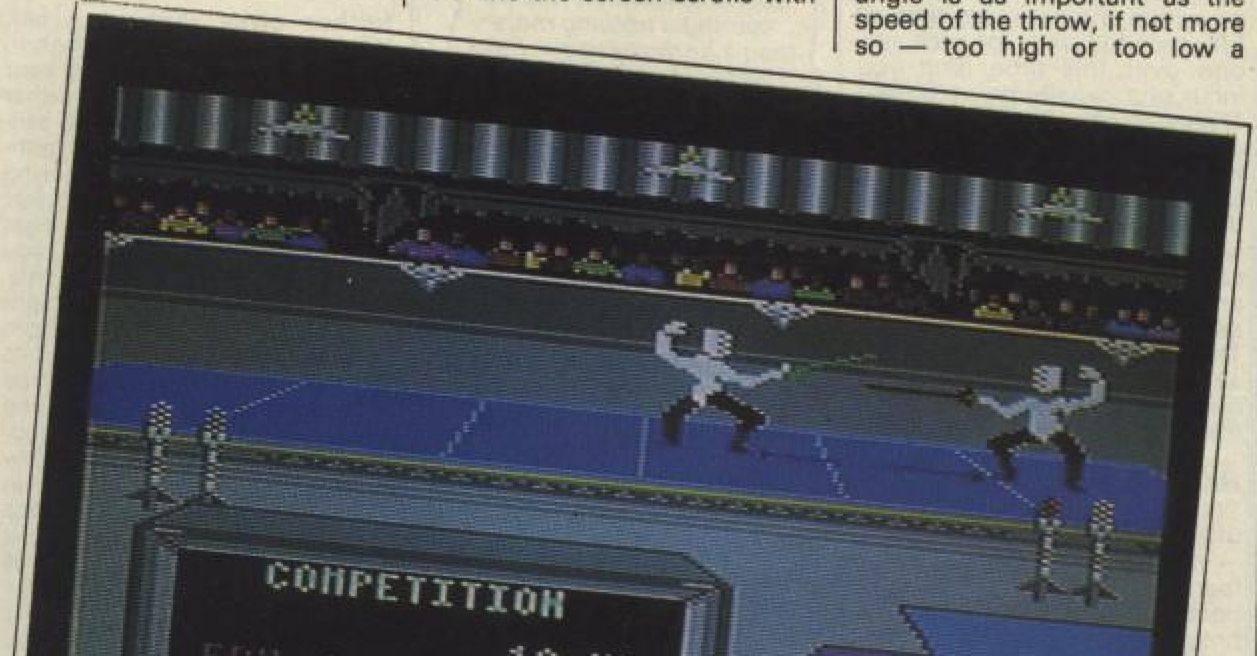


JAVELIN

The javelin takes place in the stadium before the crowd. Unlike your average *Decathlon* style event, there's no joystick waggling required — well there is some frantic button pressing involved.

Your athlete starts in a similar manner to that of the triple jump — poised to go, with a jiggle in his walk and a javelin in his hand and music in the background. A press of the fire button sets him in motion and rapid and persistent pressing gets him burning it over the cinders. As the athlete (complete with shadow) runs to the line the screen scrolls with him and his javelin bounces in time with his stride.

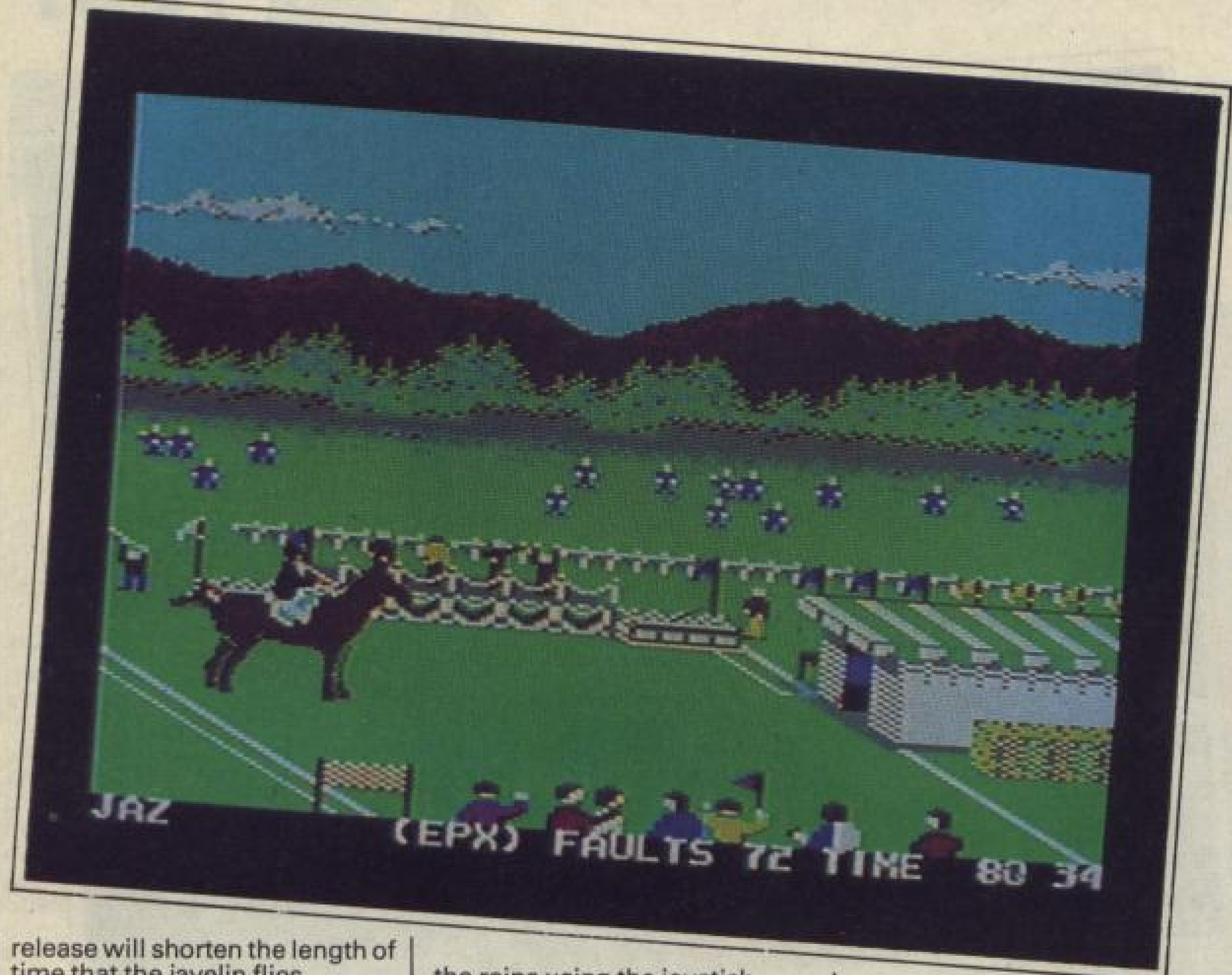
The line approaches and a well timed tug of the joystick is needed to break his stride and send the spear on its path through the air. The angle of launch is determined by how long the joystick is held left. This angle is as important as the speed of the throw, if not more so — too high or too low a





This program is absolutely stunning. This is simply THE best sports simulation yet seen on ANY home computer. The feel of the events are all absolutely superb and the game is so addictive that you just to want to play it for hours and hours on end. In fact the only reason why I was dragged away is because Lloyd trotted in and told me that I'd be sacked if I didn't write this. What happened then? Lloyd parked himself in front of it and played it until I had to go home.

We've all been playing this solidly for days and days and there's been much hassle and aggression over who has the current records. Julian has been in a foul mood ever since I broke his kayaking record and I thought Gary was going to kill him when he smashed his triple jump record. Mind you Gary got his revenge when he beat Julian's equestrian record with a clean sheet. All I can say is that seeing is believing and disbelief is profanity.



release will shorten the length of time that the javelin flies.

If you cross the line before throwing then you will have incurred a fault and the throw is void, but after a successful throw, you will find the crowd more than a trifle appreciative. There are three throws in competition and as many as you wish when practising.

EQUESTRIAN

Horse riding on a computer? You bet! In this exciting event you not only control the horse but the rider as well! The object: get round the jumps without incurring faults against the clock. At the start, a press of the fire button gives you a five through one countdown and . . . yeroff! Like the field events, this is from the spectators' view, the course scrolling right to left. A sense of depth is created through parallax movement in three sets of background scenery scrolling at different speeds. The scene is set by the various tents and waving, clapping or jumping spectators. The jumps are detailed too, ranging from simple fences to walls, multiples and water jumps.

Pushing forward on the joystick increases the horse's speed and to jump fences you can either press the fire button (medium jump) or push right (longer jump). Clipping a fence or landing badly will cause the horse to stumble and fall along with your rider. This incurs a minor penalty (your current number of faults is shown at the bottom of the screen along with the time taken so far). A quick press of the fire button and an increase in speed soon gets you on your way again though. To prevent the horse stumbling on landing you need to pull back on the reins using the joystick.

If you attempt to jump a fence too early or far too late the horse will refuse to jump and your score is affected badly. After which you must turn the horse round and take another stab at the fence. Obviously split-second timing, concentration and a cool head are needed as is the case with all of the events.

The course must be completed within the optimum time of fifty seconds since for each second over this time limit you incur one penalty point. If your time exceeds 100 seconds then you are disqualified. The same happens if your total points from faults exceeds 99. At the end of the course you are shown exactly where you went wrong and course time is shown along with any faults gained along the way and your overall score (faults). The lower your score, the better as this means that you incurred minimal faults and completed the course quickly.

HIGH JUMP

Yet another event that will offend the wagglers among you — no blood and sweat, just the tears when you shatter your personal best. The high jump presents you with the usual view of the stadium and your athlete poised eagerly and raring to go once you have selected the height at which you wish to attempt. The bar is initially set to 1.5m and you can accept it or go for something higher up to a maximum of 2.5m. Again the fire button sets your player in action but this time continual pushes right with the joystick are required to get him sprinting.

As you pound down the track you can move nearer to, or further away from, the bar. When you actually reach the bar, a press of the button gets your athlete jumping and a further push on the stick gets him sailing over. As you may have gathered, timing is crucial. Pressing the button too late means that you just run past the bar and get the chance to jump again (you aren't penalised for this, though). On clearing a height you receive due appraisal from crowd and the bar is raised to the next height. You have three attempts at clearing a height and knocking the bar off from jumping too early, too late or too low results in a fault (no DT bugs in this game, John). Practice mode, on the other hand, allows you attempt any height for as many times as you wish.



Just when I thought the sports simulation was becoming a nothing more than a boring waggle, Epyx release the greatest thing to ever grace a diskette. The graphics are absolutely incredible and the animation has got to be seen to be believed — it really is amazingly life-like. The multitude of nifty little tunes seems never-ending and the sound effects are first class. Each of the eight excellent events stand up well on their own, but together . . . !

This superb combination of outstanding graphics, wonderful sounds and enthralling and addictive gameplay put Summer Games II *in a class of it's own.* **ZZAP!** *has given a number of worthy Gold Medals so far, but never has there been a game quite like this — it almost deserves TWO!! There isn't a single superlative throughout the Complete Oxford Dictionary that can do justice in describing it.* Summer Games II *doesn't* **LOOK** *set to become a classic — it* **IS!**

COMPETING & SCORING

Before competing in the games, each player must select a country he or she wishes to represent. There are eighteen to choose from (as in the original) each with their own national anthem, which is played on selection but can be listened to all the same. Amongst the flags are good old GB, some European countries and a special Epyx flag (complete with national anthem). At the end of each event an awards ceremony is held where the names, countries and scores of all competitors are listed in order of merit and are awarded medals and points accordingly (Gold, Silver and Bronze medals worth five, three and one point(s) respectively for the first three places, assuming enough people took part). The Gold Medal winner's national anthem is then played before moving on to further events or the Champion Ceremony.

This ceremony comes once all the events have been completed. The total number of points for each player are added up and the results of the competition are announced in true Olympic fashion — the runners-up are displayed first through to the overall champion (along with their respective scores), backed with the sounds of some suitable music. Once the winner has been declared, their national anthem is played again taking their ego trip to its final dizzy heights.

Once all this is out of the way, the Closing Ceremony takes place — a crowd full of anticipation, looks across the stadium to a darkening skyline and the distant figure of an approaching jet-man, to the sound of *Ride of the Valkyries*. The figure nears as the sky turns black, floodlights flicker into action as the Olympic Flame flickers for the last time and slowly dies away, traces of smoke marking its once prominent position. The figure waves goodbye, saluting the end to an exciting day of spectacular games (play) and the Epyx blimp passes over an amazed crowd. The music departs with the blimp to give way to a stunning display of fireworks and a fitting rendition of Tschaikovsky's *1812* Overture. So ends the Olympic Games. . . . So ends Summer Games II.

FENCING

Fencing is one the three optional head to head events out of the eight and is a sort of *Exploding Fist* with swords. The event takes place indoors and is viewed this time through the eyes of the referee, complete with his computer, VDU and even a disk drive! Either one or two players may take part, a droid taking the part of the second player in the one player option. When practising this droid can be taken on at one of

five skill levels — skill levels one to four (increasing in skill) and a random skill when the droid becomes slightly unpredictable.

The bout takes place on the 'fencing piste'. A timer in the bottom right of the screen counts down from three minutes and the first player to score five hits against their opponent within this limit is declared the winner. There are a wide range of manoeuvres at your disposal and all must be used to their full to become profficient at this event. You can move towards or away from the other player, thrust, parry (block) and perform defensive sweeping motions. Attacking moves are easily performed by holding down the fire button and moving the joystick. Defensive moves are obtained without the aid of the button.

If two players hit each other simultaneously then the hits are nulified. When a player retreats too close to the edge of the piste, a hit is scored **against** them. The number of hits scored against each player are shown on the referee's computer screen in the form of a mini table along with the player's name and nationality. If both players have tied at the end of the allotted time limit then a sudden death fence-off takes place — the first player to score a hit is declared the winner. If neither player should accomplish this then both are assessed a 'loss'. Strategy plays an important role as well as the essential speed of thought and quick reactions.

CYCLING

This is the only event that comes nearest to actual waggling — a sprint cycle race over a 200m course. The display is twin-screen similar to the rowing event, each display seen from a spectators' point of view. The two cyclists appear in both displays (one red, one blue) while a fitting rendition of *Flight of the Bumble-Bee* buzzes merrily along. After deciding which player is which (by pressing the respective fire button) you are given a ready, set, GO! countdown.

At the bottom of each display is the player's name, a speed bar and an arrow that spins round representing the movement of the peddles. This is where the real skill comes in as you have to rotate the joystick in time with the arrow to get your rider's leggies pounding furiously. Simply keeping up with the arrow gives you a constant speed, but to attain high speeds and good times you have to 'lead' the arrow by rotating the stick just ahead of it. 'Leading' or 'lagging' too much may cause the cyclist to stop pedalling altogether! This is easily done if you're not careful and so the utmost concentration is required to maintain steady high speeds. Each view of the track scrolls along with the respective cyclist who both bob up and down convincingly as they zip along the course, passing buildings, distance markers, running tracks and other such things. The first person to cross the line in the shortest time is the winner.

KAYAKING

This is probably the most taxing and frustrating of all the events as you battle your way downstream in the perilous waters, through the long and winding course to cross the finish line in record time. Although there isn't any frantic waggling involved, paddling your kayak efficiently demands a high degree of mental and physical strain.

The course, viewed from above, is several screens' length, the banks being littered with waving spectators, various buildings and other befitting scenery. The kayaks (a sort of canoe) are steered through fifteen sets of 'gates' spread along the course, in as quick a time as possible. This isn't as easy as it may appear since the river is very fast flowing and it's very easy to get drawn off course. There are also several little islets that get in the way and must be avoided.

Three different types of gate are used, each composed of two flags, one of which is always red. The red flags must be kept to the player's left otherwise a twenty second penalty is incurred in conjunction with a little beep. Penalties are also given if a player goes through the same gate twice. Most of the gates are of the DOWNSTREAM NORMAL variety, ie the player goes through them facing downstream, but there are DOWNSTREAM REVERSE gates (steered through facing backwards) and UPSTREAM gates (pass the gate, turn and go through facing upstream).

You paddle the kayak through pushes of the joystick. Forward paddles you in a forward direction, back, backwards and so on and each stroke is accompanied by a splash or two to complement the fast flowing sounds of the river. This sort of control proves very realistic and effective as a single push for each stroke is required — holding the joystick in any one direction doesn't get you anywhere!

Once you cross the finish line you are shown a mini map of the course along with a comment on how you fared at each gate. Any penalties picked up along the way are shown against the respective gate and are totted up at the bottom of the screen. The total points gained through penalties are added to the overall course time to give your final score at the bottom of the screen.





Presentation 99%
A wealth of options and brilliant touches all round.

Graphics 97%
Excellent backdrops, unbelievable sprite definition and animation.

Sound 96%
Eighteen excellent anthems plus a host of other superb tunes, unusual and realistic FX.

Hookability 98%
Immense addiction from the word GO!

Lastability 97%
Eight taxing events for up to eight players and the urge to constantly improve upon records.

Value for Money 98%
A tenner seems a meagre price to pay for such superlative stuff (plus the 'merge' facility).

Overall 97%
The sports simulation to end all sports simulations.

"WHEN WILL ALL THIS SPORT STOP...?!"



Incredible subscription offer

ZZAP! 64 GOES BEYOND!

Don't say we never think of you. The first three issues of ZZAP! offered fantastic value for subscribers, and to continue in that vein we've got together with BEYOND SOFTWARE for this amazing offer. If you take out a subscription to ZZAP! 64, you can choose TWO of the marvellous Beyond games featured on these pages — and they're absolutely FREE!!

Here's a deal that could save you as much as £21.90, all for the price of an annual subscription to ZZAP! 64 which costs £14.50 (post included) for the twelve issues. And we haven't left out you hordes of existing subscribers either! See the separate panel beside the form.

STUNNING MAG

Last issue we said we were confident that ZZAP! 64 offers far more than any other publication to people who want maximum enjoyment from their Commodore 64, and judging from the letters we've been receiving this past month, lots of you agree with us. And since we said that (so long ago) nothing has altered out there to make us change our opinion.

FACT: Zzap! is still the only mag 100 per cent dedicated to the brilliant entertainment software available on the 64.

FACT: Zzap! is still the only mag which publishes a comprehensive, fully detailed, up to date review of Commodore games.

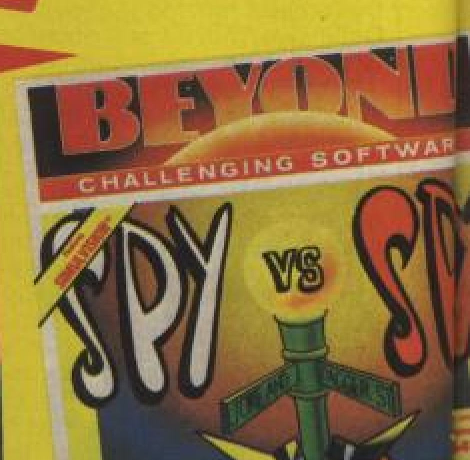
FACT: Zzap! is still the only Commodore mag which is regularly fatter than 100 pages.

One other thing. As a subscriber to ZZAP!, not only do you get an amazing initial offer, as detailed on these pages, but you also qualify for large future discounts on selected games, as the panel for existing subscribers shows, AND by using your subscriber code number, you also qualify for the regular, standing discount on software purchased through ZZAP MAIL ORDER!!

STUNNING GAMES

Beyond rapidly established itself as one of THE major software houses in the country, specialising in complex and massive games of strategy/adventure/arcade all mixed up. Perhaps the most famous is Mike Singleton's *Lords of Midnight*, a game that pioneered new techniques in gameplay and programming and has inspired other programmers like Denton Designs to produce games like *Shadowfire*. All the games offered on these pages are highly polished pieces of software — the peak of sophisticated British and American gameplay and programming.





SPY vs SPY Based on the famous black and white spies from MAD MAGAZINE, this strategy/arcade game pits the players in a frenzied and humourous battle of wits as each spy sets traps for the other in an embassy where they are trying to find a briefcase, passport, money, key and secret papers in order to escape. Split screen display and one or two-player modes. Another American import from Beyond and a must for your games collection!





SHADOWFIRE The first game software to feature icons, SHADOWFIRE is a race against time to save the Galactic Empire from the evil Zoff. The player controls six members of the Enigma team as they board Zoff's ship. An adventure/strategy game that is entirely icon-driven and controlled by a joystick, this one was a massive ZZAP! Sizzler. A game that will take many hours to solve as the vital seconds tick away — will you do it in time?!



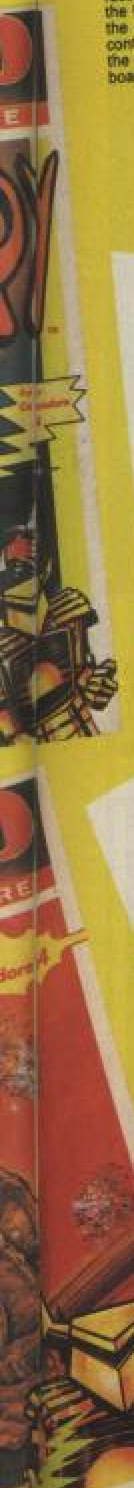
LORDS OF MIDNIGHT The greatest visual wargame of them all. You control several characters in a fight to the death against the forces of evil that threaten the Land of Midnight. There are as many ways to achieve success as there are players, with the entire game controlled through the technique of 'landscaping' invented by author Mike Singleton, a system which offers over 30,000 different views of the Land. Whether or not you normally enjoy strategy games, Lords of Midnight is one of the most compelling games ever written.



PSYTRON You're in control of the Betula Command Centre which is under attack by aliens. The game affords a 360 degree panorama of the planet outside the centre, broken up into separate 10 segments. Keeping the centre alive is your priority as the attacks increase in intensity. This game expects you to grow in ability as you progress through its many tough levels of play. Splendid graphics and an increasingly frenzied scenario make arcade skills as well as strategical thinking vital.



MY-CHESS II This unique chess game offers four 3D views of the board as well as the more traditional map view. There are nine levels of play and on level one it will play to club level standard with a 60 moves in five minutes response time. Other features include game replay, automatic play, print option, solvemate feature and a sound on/off option. This is one of the very best chess games available on the 64 — an American import from Beyond that normally retails for £11.95.



PSI WARRIOR One of the most underrated 64 games of the year (see last issues playing tips and map), this is another arcade game with strategical overtones, a massive playing area and loads of features from the same authors as PSYTRON. If you've seen our map, now's your chance to get this great game to go with it!

Subscribe to ZZAP! and you can have TWO of these games for FREE!!*

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RUPERT AND THE TOYMAKER'S PARTY

Quicksilva, £7.95 cass, joystick





From the title screen onwards this is graphically excellent. The animation and the definition of the main character are both superb for the size of Rupert, who is about five characters high. The animation of nasties around him is also marvellous, the soldiers march up and down in a spritely manner with a good marching noise echoing about the walls of the castle. The other nasties and friendlies are all brilliantly animated too. Background scenery is crisp, detailed and colourful with nice 'castley' graphics. Sound is 'jolly', with jingles as you play, great game effects and a very good title screen tune. The only trouble is the game matter — it's a case of once you've got through you probably won't feel like returning to it. Having learned the patterns of the soldiers and other baddies, a level can be easily completed which tends to lower its lastability.

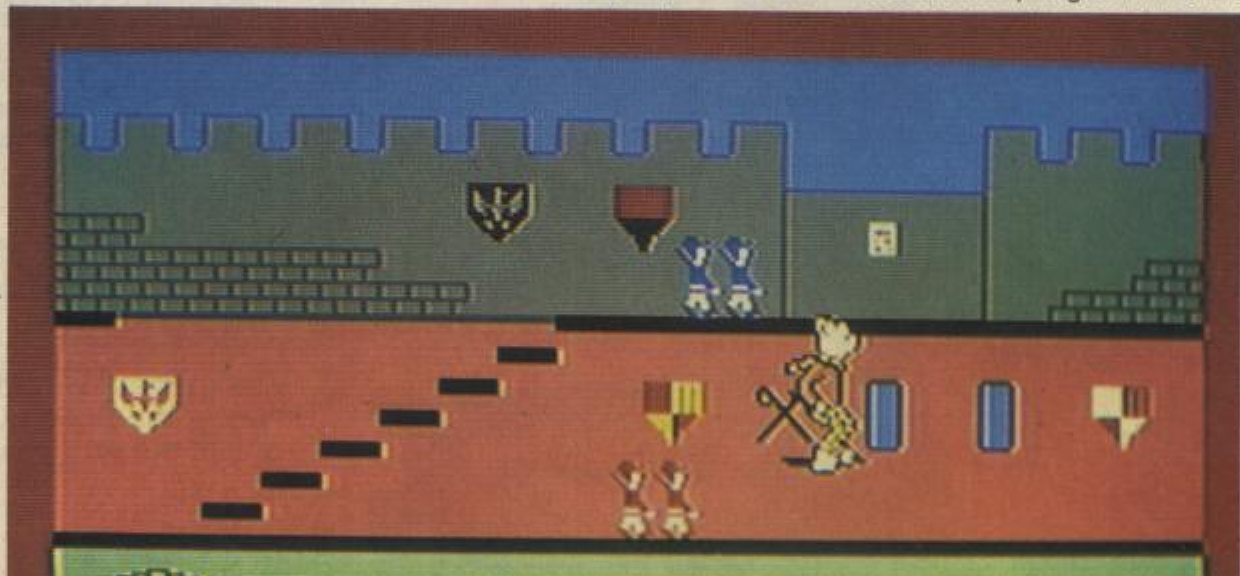
Rupert the Bear, a British institution and one of the world's most famous bears has at last transfered into binary media.

In this arcade adventure you take the role of Rupert in his quest to get to a party to see all his old chums. You see, good ol' Roops has been helping his Daddy (as all baby bears should) and has made himself late for the party. Not wanting to miss all the buns, ginger pop and frolics Rupert must get there as fast as possible. The trouble is that the route to the party is through the evil Toymaker's castle (why Roopie Babes doesn't take a charabanc or get his Daddy to take him in his automobile is a mystery — but then, there wouldn't be a story if he did).

To get to the party just follow and collect all the party invitations Rupert's rather considerate friends have dropped, what a jolly bunch of pals has he! The only trouble is that the evil Toymaker's toys are annoyed that they haven't been invited so they try to stop our hero's fun. There are many of them and they march up and down trying to get in Rupert's way. Our favourite bear has to leap over them in his collecting quest. If he touches them he loses one of his chances (lives). If they are all lost then the game finishes and Rupert doesn't get to the party (boo hoo)!

There are seven separate levels in the castle and each level is three screens long. Every level has several floors and these are connected by stairways that Rupert has to leap up or down. To move onto the next level Rupert must simply to collect all the party invites and go to the level's exit door.

On the first levels there are only soldiers marching about. There is also a friendly magpie which flies around — jump onto its back and you get a lift to the





TEST

other side of the screen. On level two trains are introduced. These shunt up and down the screen at high speed and generally cause big problems for Rupert. A friendly plane also flies about which can be used in the same manner as the magpie. Level three contains the same meanies but level four has dangerous birds and Jack-in-the-Boxes along with the others. Levels five (you get two new lives here) and six are similar, apart from level six having rubble lying around. The final level has all the nasties together and is extremely difficult to finish.



Rupert offers less of a long lasting challenge to the hardened arcade player than many games around at the moment. The game is rather like Manic Miner *in the respect that once you've learnt the pattern for one screen you can easily complete it time and time again. However, it takes some learning, especially on the harder levels, and what delightful learning too. The graphics are extraordinarily good using big sprites, lots of colour, good animation and the sound is excellent too. I particularly liked the title screen, which captures the flavour of the original book illustrations beautifully. This should be a big hit with younger players but hardened, grown up addicts may find they have grown out of teddy bears.*



This is without doubt a very pretty game to look at and is initially a very jolly one to play. Graphics are of a very high standard with some wonderfully defined and animated characters (Rupert himself is very close to his tabloid counterpart and the nasties all have their own 'character') and the game has an extremely polished look to it. The music is of as high a standard as the graphics but it does tend to grate after a few games. Argus have succeeded in bringing Rupert the comic strip to the video screen and the game has an appropriate feel and atmosphere to it. As pick-em-ups go, Rupert is a good one but suffers from the same problem as Roland's Rat Race *in that it does become rather repetitive to play in time.*

Presentation 77%
No options and a silly start routine but a polished look.

Graphics 90%
Nice, big Rupert and good sprites all round.

Sound 82%
Great tune and effects.

Hookability 78%
Initial hook . . .

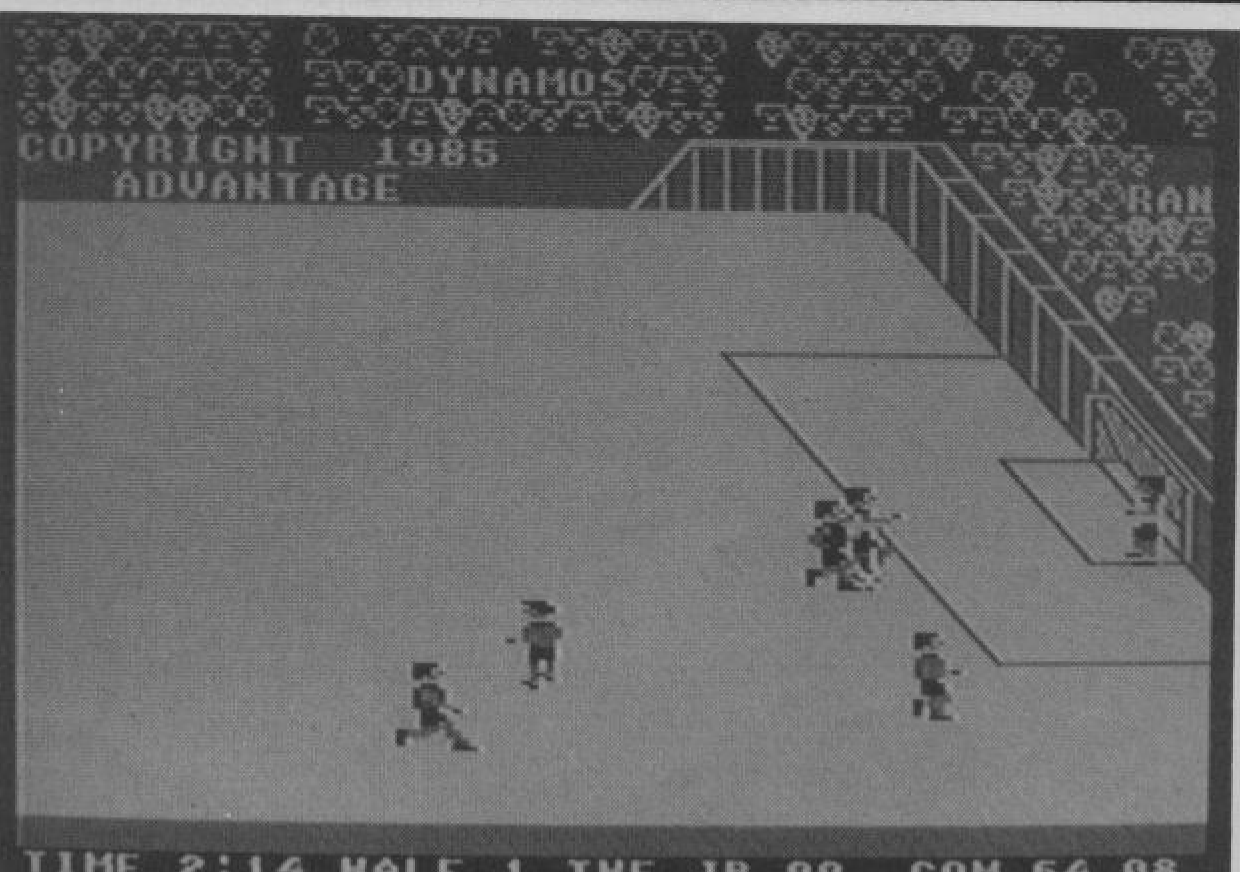
Lastability 62%
. . . but does prove a bit tedious once mastered.

Value For Money 71%
Reasonable for this sort of game.

Overall 71%
Middling to good.

FIVE-A-SIDE FOOTBALL

Anirog, £5.95 cass, one or two joysticks



The first question to ask about this is, can it be an improvement on Commodore's *International Soccer*, the apex in 64 football simulations? Read on dear reader to find out.

The game's presentation is very similar to *Soccer*'s with a one or two player option and a scrolling panoramic view of the pitch. The usual two player option is present and there's also four levels of the computer to challenge you.

There are crowds at both ends and on the far touchline which move about and make a noise when you score. They also shout 'here we go' six times every time there's a kick-off.

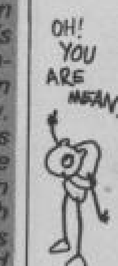
Controlling a player is quite easy. From kick off you are allocated a man and he is put under your control. You can run him about the pitch and chase your opponent. If the opponent kicks the ball and it lands near a player on your team then the computer will automatically switch the control to the man nearest the ball. Using this method you can actually pass the ball around the pitch and set up moves. If your player moves off screen then again control will be automatically switched to another player. Winning the ball in a tackle is quite tricky — you have to run over the ball when it is in the opponent's possession. Do it correctly and the ball will switch from his control to yours and you can then pass it or charge up the field towards the goal.

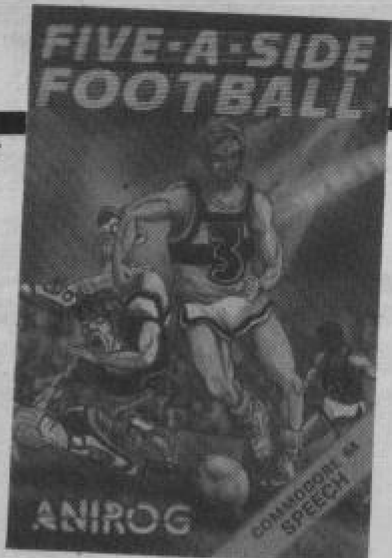
Passing is easy, just press the fire button when the ball is under your control, the longer you keep the fire button pressed the longer the pass will be.

A novel feature in this game is fouling — just run up behind an opponent and press the fire button, if you are successful then you'll trip him up. Do this too many times and you will have a penalty awarded against you for 'roughing'.



When you compare this and International Soccer *there's quite a difference. The graphics on this game aren't quite as* good as Soccer *and the gameplay seems to be lacking. This is because the members of your team, other than the one under your control, seem to run around aimlessly. Passing is extremely difficult and the control switching from man to man doesn't always work effectively. The animation of the players is pretty poor and they look like demented hunchbacks when they run about the place. Speech is a nice touch but it really gets on your nerves after you've had to listen to 'here we go' for the Nth time. The game seems very similar in style to the ice hockey game Slap Shot, even with the fouling and it makes me wonder whether they've used the same coding for certain parts of the game. The impression I got when playing the game is that although Soccer is about three times the price and nearly two years old, it's still the better of the two.*







Sports simulations are always popular and this one from Anirog will no doubt go down well with many players because it is simply set up, and despite some fiddly bits when it comes to handling the players in certain situations, I found it fun. Okay, so it isn't actually a great version (some odd characters and animation at times) of the noble (or is it (Gnoble?) game, but it's a sensible price, has some excellent little touches and features in play and is well worth a look at.

The actual game characters aren't as big as the ones on the Commodore but this seems to make the playing area a lot bigger than it is (scrolling three screen-length pitch).

A nice feature is a penalty option — this is a game in itself and allows you to take penalties against the computer or a friend. When you choose this option the screen goes to a view seen from the front of the goal. The penalty taker can move the joystick left or right to kick the ball in that direction. The goalkeeper has similar control and although it is possible to wait until the ball is kicked and see which way it is going it is usually better to guess.

If the game ends in a draw then the decider is a penalty kick off. This is a nice feature and a good change from the usual extra time system at the end of a drawn match.



A football game from the same authors as Slap Shot should have been of a good standard but unfortunately this isn't. The feel of the game isn't as good as that of Commodore's International Soccer and control of the player isn't as good. The idea of holding down the button for long passes is a good one as is that of fouling — something that was unfortunately lacking from Soccer. The use of speech is a commendable one but again this is something that hasn't quite worked as it did become very irritating after a few games and it wasn't of that high a quality. Anirog have released some extremely playable games in the past but just recently their quality of software has unfortunately gone down-hill. Hopefully they will get their act back together and prove that they aren't just another software house.

Presentation 82%
Four levels of computer and a two player option.

Graphics 54%
Poor animation and not much colour.

Sound 62%
Speech and whistles but that's all.

Hookability 66%
A good laugh with two players.

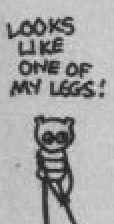
Lastability 57%
But you can't laugh forever.

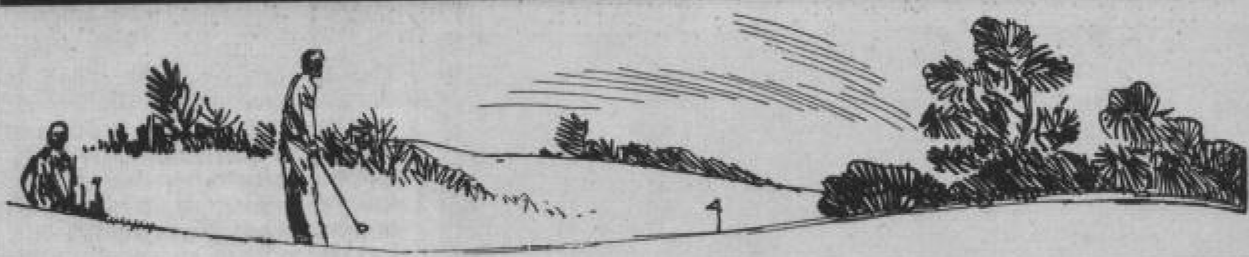
Value for Money 66%
At eight quid it's only average.

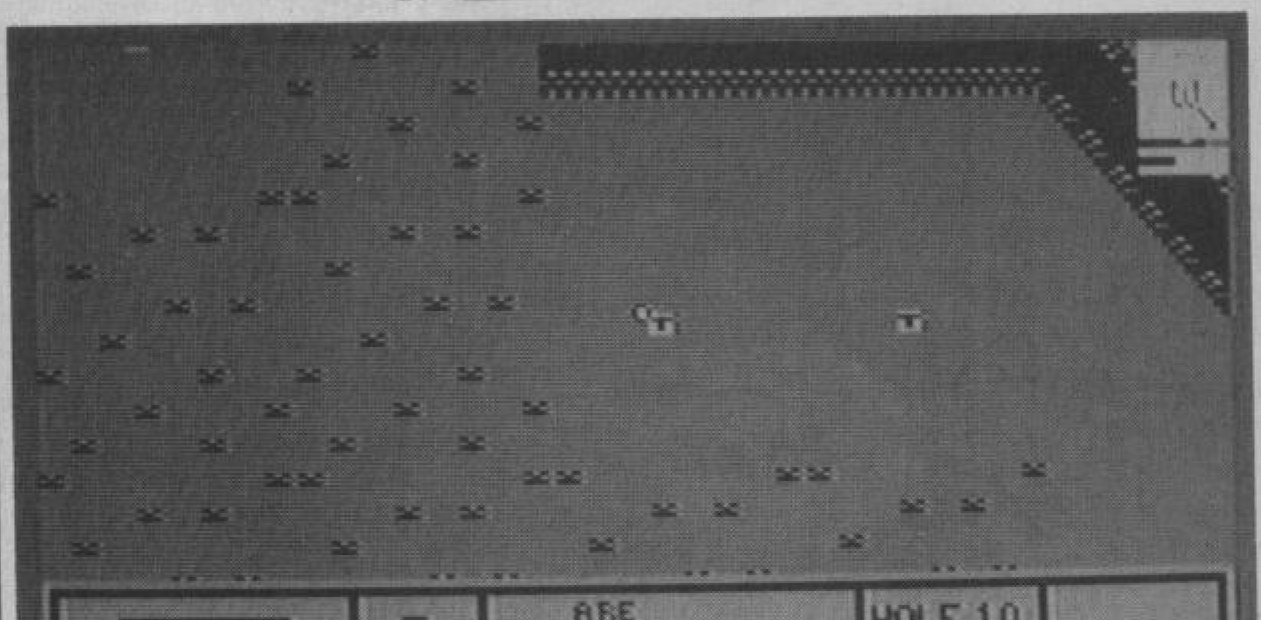
Overall 60%
Not great, not bad, especially if you like football simulations.

NICK FALDO PLAYS THE OPEN

Argus Press Software, £9.99 cass, joystick or keys







Another from the Argus 'Mind Games' series, this golf simulation is endorsed by the British golfer Nick Faldo, as he takes you for a round on the 114th Open Championship 1985 course at St. George's Club, Sandwich.

The package comes complete with a map of the course showing the relation of tees to greens, and then 10 pages detailing each hole individually. There's also a very short history of the first Open held at Prestwick, a brief outline of the Sandwich course and its local rules. A few lines per hole sets the scene for the tee off and offers a brief pointer on the drive.

Onto the game itself.

NFPTO is easy enough to get into, because it is all icon driven. A little under half the screen at the top is the playing area which scrolls across the course with the ball play. Below it are the various boxes containing the icons, which may be selected by moving a cursor (in fact a small pointing hand). Going from left to right, box 1 is a bar indicator for shot strength. The cursor may be placed on either of the two arrows for increase or decrease of strength. Below it is a compass with central reference point. Again, two arrows allow movement round the circle either clockwise or anti-clockwise, and the final choice should be made bearing in mind the general direction desired and the wind direction and speed which alters all the while and which is shown in the top right hand corner of the display area.

Next comes an icon which switches the display from a local map to a much smaller scale, showing the area all around your current position. Below it,

ZZAP! TEST





You would have to be a right waily not to recognise this as a golfing game from its title, but WAIT, before running and hiding! I know everyone thinks such games are yawn-inducing, but this one puts the record straight, and is a huge improvement on most golf games. The graphics are colourful, well detailed without being confusing and the scrolling is clean and smooth. The use of joystick-driven icons which allow fine-tuning of the various elements takes all the tedious inputting of information away and lets you get on with playing the game. The sound is very limited and might have been improved with some crowd noises, a few oohs and aaarghs and some applause after a good shot, or at least on holing out, but for the average golfer, silence is probably more realistic!

two arrows allow you to scroll up or down along the club choice available (see panel). Next door are two larger boxes, the first containing a graphic of your caddy and yourself. Activating this icon results in the caddy getting the selected club from the bag, handing it to your player and him taking the shot.



Golf seems to be an ideal sport to simulate on a computer although, oddly, there have been many more on the Spectrum. Nick Faldo's Open is the best I have played both from the point of view of the graphics and from the 'feel' of the game. The icons make it so simple to set up and play shots that it's a delight. Setting it on a real course is also a good idea, and of course it's ideally timed for the TV coverage of this year's Open (even if this review comes out a bit later)! On my first attempt, I did pretty well getting to the green and then took nine puts to get down, beginning to believe that the thing wasn't very playable and (this remains my main niggle) it does seem very hard to get the ball into the hole from close range. However, on three subsequent holes I went down one under par, rather disproving my niggle — one, indeed, was a wedge shot from the edge of the green! The sound is limited, a chunky woosh and thunk when you hit all but a put, followed by a double bounce when the ball lands. Holing out results in a loud squeal — not particularly realistic, but satisfying.

Golf simulations may not be to everybody's taste, but this one, because of its simplicity and reality, rises above the specialist taste and should prove generally popular. But for the armchair golfer, it's excellent.

CLUB CHOICE

Choosing the correct club is vitally important. When you select a club and then return to the golfer/caddy box and press fire to activate the shot, if you have chosen badly, the caddy will ask you whether you are sure. You can now return to the club selection box if you wish, or press fire again and take the shot. However, a poor choice may result in a severe hook, slice or, worse still, a miss hit or short jump shot.

There are 9 clubs in the bag; wood driver, No 3 wood, No 5 wood, irons 3, 5, 7 and 9, a wedge and a putter.

The wood driver is best used on a tee. Trying to use it on a fairway or in the rough results in disaster! Depending on the length of shot required, the other two woods can be sensibly used on the fairway, but it's important to control the strength of shot well. You certainly wouldn't get far using, say, a No 3 wood or a long iron to get out of a bunker! And once on the green, the caddy will have a fit if you select anything but a putter — after all, he's in the pay of the club!

The last combined box is the score card and hole selection icon, which also gives the par for the hole and its distance in yards. After selection, all the icons are activated by pressing fire.

At the start you can choose to play an entire round or just hole by hole. While running through the hole selection, the display area cuts from tee to tee, and you can cross check with the map either on screen or in the booklet to see the general relationship of the landscape.

Presentation 84%
Nice packaging, excellent book and good options.

Graphics 74%
Smooth scrolling, reasonable golf course implementation, nice icons.

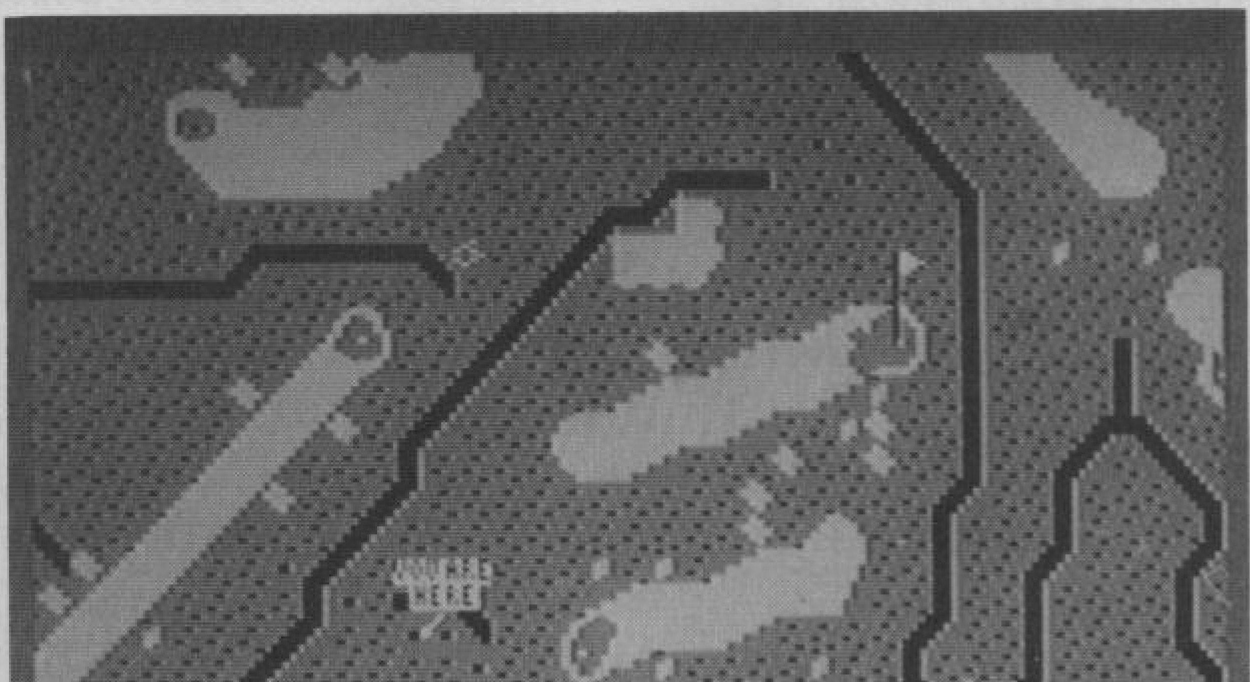
Sound 28%
Very limited to spot FX and no music.

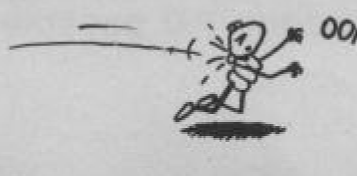
Hookability 78%
Easy to get into with the icons

Lastability 82%
Good 'feel' makes it worth playing again — especially if you like golf.

Value For Money 75%
The tenner makes it a bit pricey, but it is the best around.

Overall 80%
Neat simulation for the armchair sportsman.





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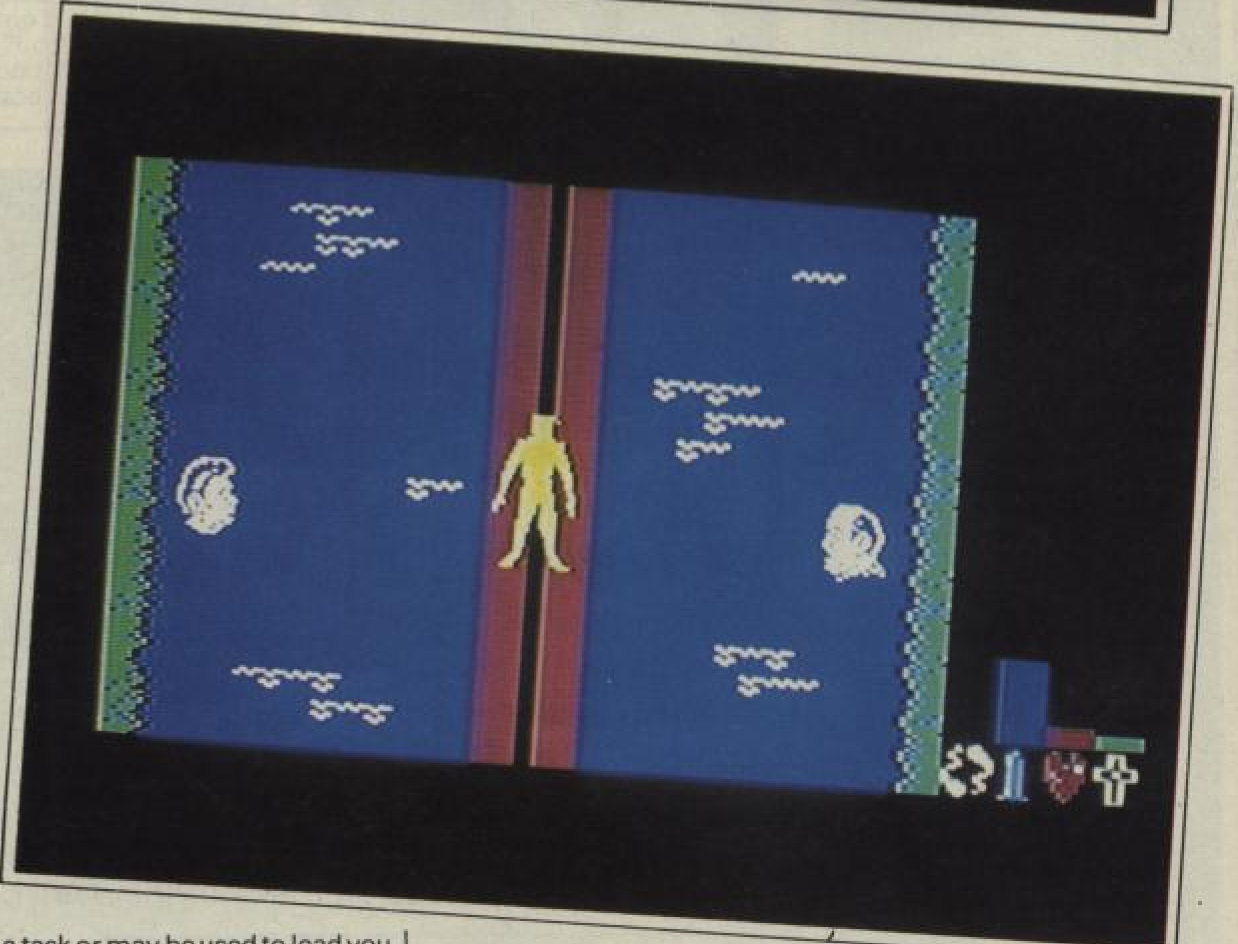
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SEPTEMBER

FRANKIE GOES TO

Ocean, £9.95 cass, joystick only.





Here arrives *Frankie*, who steps into your 64 to give you adventures and experiences yet unimagined . . . **Welcome to the Pleasure Dome**.

You play the part of an average member of the public in Mundaneland, an average suburban surrounding. Starting devoid of personality you have to build up a character by completing the many tasks and objectives littered throughout the game. There are four factors to your personality, sex, war, love and religion and these all have to be built up to their maximum before you become a real person. You also have to build up pleasure points — these are awarded for completing objectives. The ideal score is one of more than 87,000: when you get this you usually have a 99% personality and can enter the Pleasuredome.

Being Mr Joe Public in the urban wasteland of washing machines and videos is a boring one, inspired only by the fact that if you can build up enough of a personality and become a 'real' person then you can enter the Pleasuredome.

Playing the game is quite odd — you can walk round the streets of suburbia and enter houses, sitting rooms and kitchens at your will. In these rooms are the objects of boring, everyday life, like comfy chairs, drawers, cupboards, videos, fires, fridges, flying ducks etc. You can feel and explore these and open them up. Sometimes 'feeling' an object will give you an experience and add valuable points to one of the four factors of your personality.

If you explore a drawer or cupboard then a 'window' will open up on screen. In this window will be a hand-like icon. Move this over one of the objects in the window, press the fire button and you can pick it up. It will drop automatically into your inventory (which you can access at any time). Depending on what the object is that you pick up, you are sometimes awarded personality points or a pleasure bonus. The objects that you collect can be used to help perform a task or may be used to lead you into the Pleasuredome maze.

Throughout the game you are presented with objectives, these happen quite strangely and unexpectedly. For example; pick up a video cassette, move to the TV/video, access the inventory, move the icon over the video and prees the fire button — this will insert the video into the cassette. You gain points for this and a big window irises out from the centre of the screen. You're behind this so run round and enter the window. You have to be quite fast otherwise the window will close leaving you in front of the telly. If you do enter the window then the window grows bigger, filling the whole

HOLLYWOOD

screen. You can then take part in whatever is happening on the screen, usually a game of some sort.

If you complete these games then you'll gain pleasure and character points and another window will open allowing you to get further into the game (and sometimes into the Pleasuredome). If you don't complete the game then you'll lose points all round and be put back into Mundanesville.

You can get to two of the games by going into certain rooms and touching the posters (mini representations of the games) on the wall. Both these games are quite tricky though and unless you know what you're doing I wouldn't advise trying them....

THE GAMES

Sea of Holes
Move your man into the holes to warp about the screen. Getting to the bottom of this isn't as difficult as it seems.

The Terminal Room
Plenty of things to see but what to do? This time it's got to be floppy to stick it in. A pass to pass and plenty of windows to enter, if you can get there.

Cybernetic Breakout
Just a good ol' fashion breakout but a little bit harder . . . there's only one 'brick'!

Cupids Arrows
Difficult one this . . . ride from hell to heaven on a cloud to become a saint. If you complete your task then you'll pick up something important.

Raid Over Merseyside
Shoot planes and bombs before Liverpool and Birkenhead get flattened.

Talking Heads
Reagan and Gorbachev (or should it be **Gob**achev) spit it out. Go left or right to choose your politics.

Shooting Gallery
Don't miss a thing so take your time. Really you should free the ducks before tackling this one.

War Room
Shoot everthing . . . you need to be a real angel to complete this.

Flower Power
Simply pick a bunch.

ZTT Room
You **can** get out of this without completing the puzzle. Solving the puzzle is very hard but you can do it with a reasonable knowledge of the multiplication of matrices.

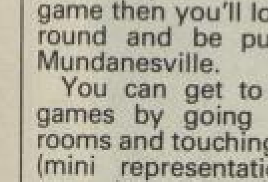
If you manage to enter the Pleasuredome then try to map it. It becomes quite important to do so — the doors which it contains lead to all the games AND back to the outside world. You don't

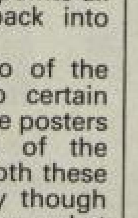


A Frankie game? Would it be as good as their records I wondered as I put the cassette into my C2N. A few moments later I was quite surprised to hear a brilliant version of 'Relax' as it loaded. The loading screen popped up seconds later — great, how will the game play? Once the music had stopped I pressed the fire button with anticipation and found myself in a boring old street full of terraced houses with the bassline from the start of the 'Two Tribes' 12 inch pounding from the monitor. On entering a house I was still more surprised, what nice decor and furniture. The attention to detail on household items is ridiculously meticulous. Once I'd got into the game I started to enjoy myself.

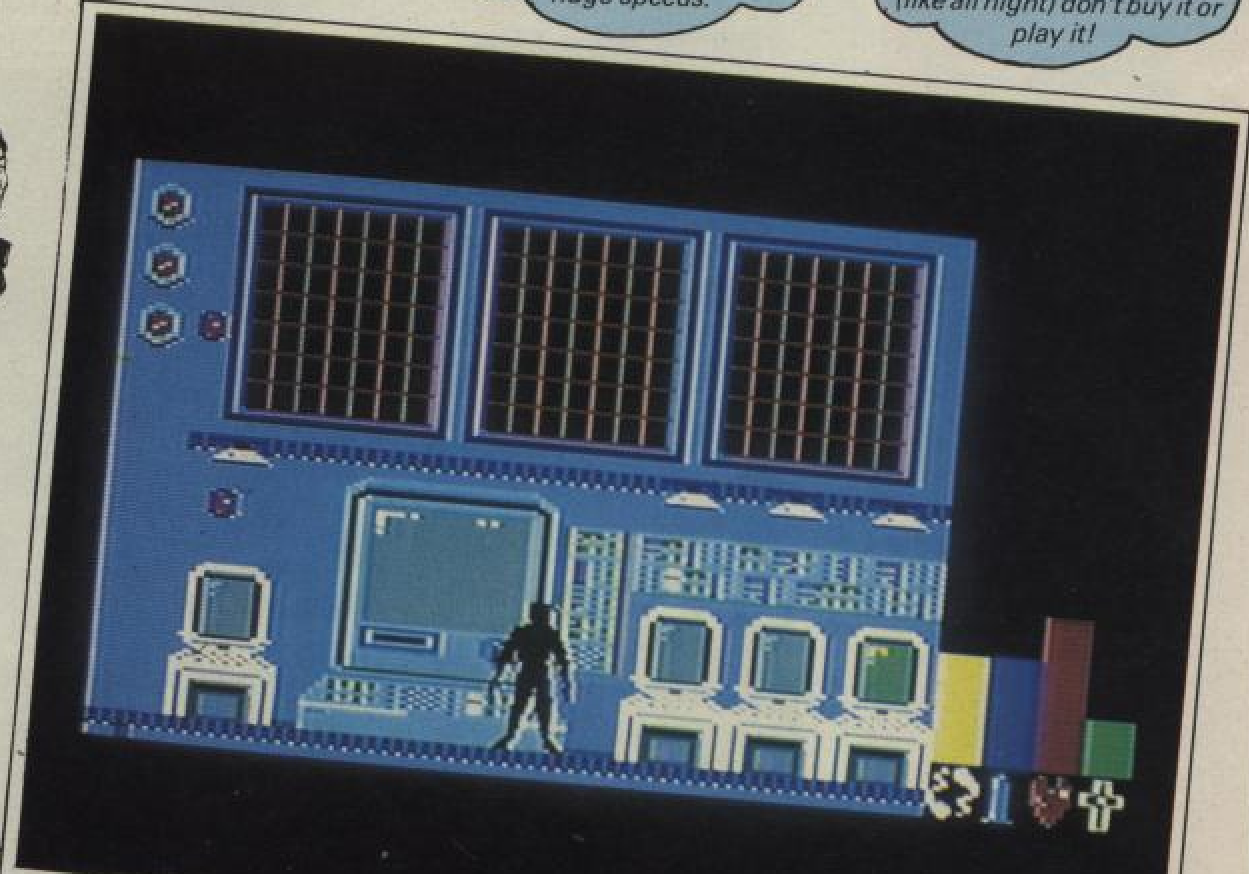
Running round other peoples' houses was quite good fun although I don't know why they keep herrings in their washing machines. Once I'd got a video I put it into the telly and was astonished to see this window thing iris from the screen. So surprised was I that I didn't enter it, although next time I did. When you start getting things worked out you can whizz from situation to situation quite swiftly. There are many games within the game, some of which are really quite difficult. The music when you get inside the Pleasuredome is brilliant but the piece on the arcade screen called 'Flower Power' is just beyond belief! The graphics are truly marvellous, with the screen irising in and out at huge speeds.

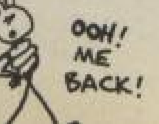
The subject matter of the game is very deep with realistic surroundings and surreal, abstract overtones, almost with dreamlike qualities, especially on the Flower screen. This piece of software is brilliant — the only trouble being that once you've started you can go on forever so as you get deeper into the game you just don't want to finish. (Just for the record: Saturday night 4.30 am Sunday night 6.30 am)! This is a stunning piece of software and unless you've got several spare hours (like all night) don't buy it or play it!





This is a real stunner! Denton Designs seem bent on producing some of the best Commodore games around. Shadowfire was good but this is absolutely superb!!! Although seeming weird at first the game is very easy to get into and within a few minutes I found myself getting involved with an incredibly strange sort of game. The graphics are truly marvellous with plenty of attention to detail, the sound is just superb — all my fave Frankie tunes compressed and implimented brilliantly into my micro. This game is a real classic and I'd strongly recommend you buy it now!





want to enter a game room which you've completed as this usually ends in the loss of points. When you are exploring the Pleasuredome then beware of the floating sparks, the ones which emerge from the manhole covers become a pain but are easier dodged than the former. You can shoot the sparks but be careful — if one touches you then you'll lose points and end up back on the streets.

Within the game there is a little sleuthing 'sub game'. This comes in the form of a murder which happens sometime during the game. When a murder happens every new location you visit thereafter will give you a clue. Using these clues through a process of elimination you can find the murderer. Once you are confident that you have discovered the killer's identity you can return to the room. When you re-enter the room you are given a list of the suspects and choose which one you think committed the crime. If you're right then you'll get a big bonus, guess wrong and you'll lose rather a lot of points!



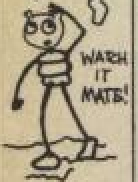




After a rather long delay and a fair bit of hype, Frankie has at last made it to the 64 — and it's certainly been worth the wait! What with the brilliant and original Shadowfire *and now this . . . Denton Designs have done themselves proud and look set to become* **the** *household name in computer entertainment.*

The game is a doddle to get into with excellent graphics, outstanding soundtrack (which is atmospheric) and easy to use icons and windows. The many problems vary between simple and complex in both conception and play and the fact that you aren't too heavily penalised for repeated failure, makes things that much more addictive.

I've never played anything so compelling as this — it really was a case of not wanting to turn off once I'd started. I dunno quite what it is — there's just something about Frankie *that makes you want to keep playing and playing and playing and . . . Relax! I can't explain it!*



Presentation 92%
Superb loading screen, excellent instruction and easy to use control.

Graphics 96%
Fabulous definition and colour all round, wonderful windows and easily identifiable icons.

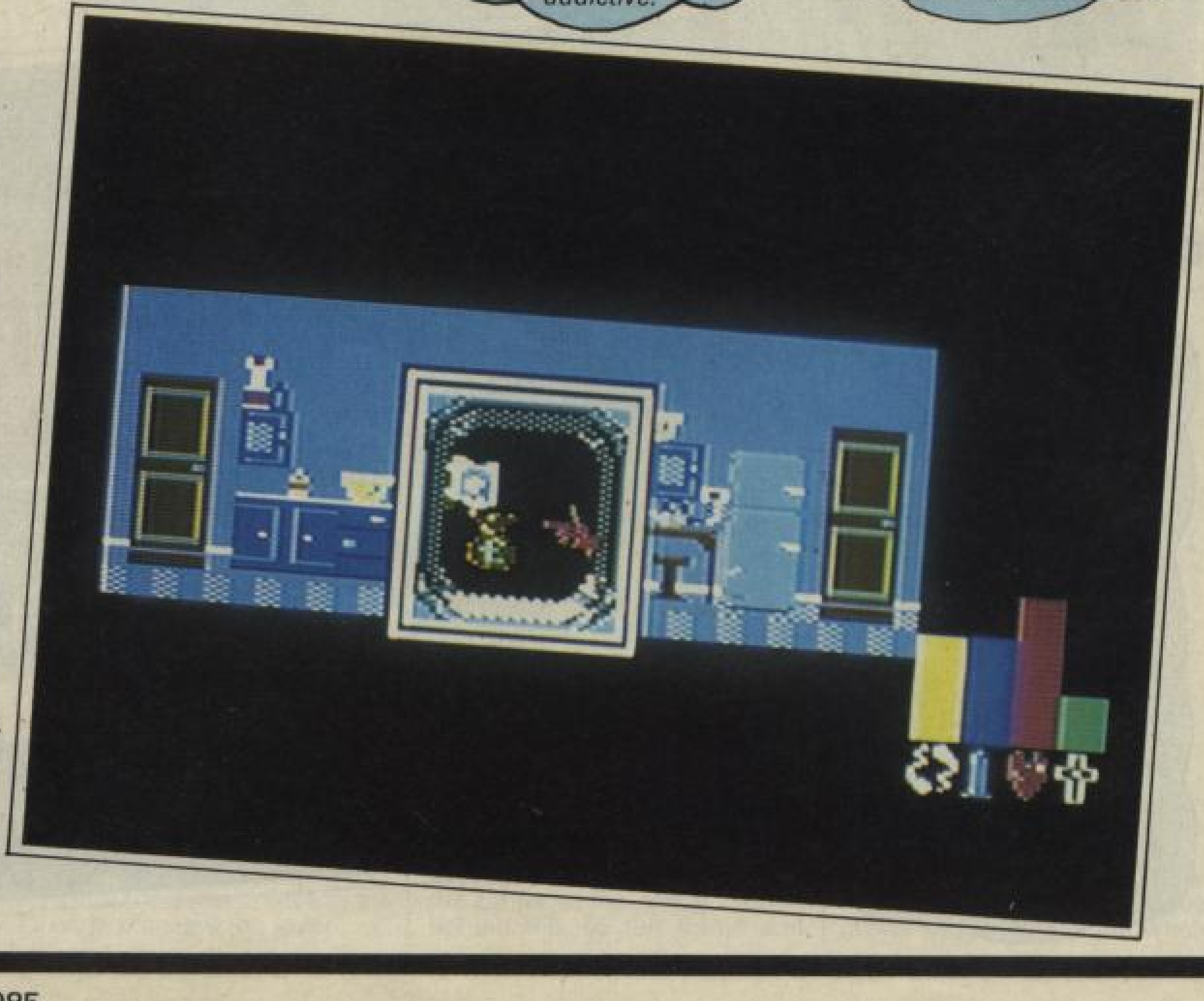
Sound 98.5%
The Pleasure Dome LP comes to your micro in style.

Hookability 99%
Enforced addiction — once you start, you won't wanna turn off.

Lastability 95%
A tough and pleasurable challenge in finding your personality.

Value For Money 97%
Great new game, re-mix and price.

Overall 97%
ZZAP! say . . . Yes!



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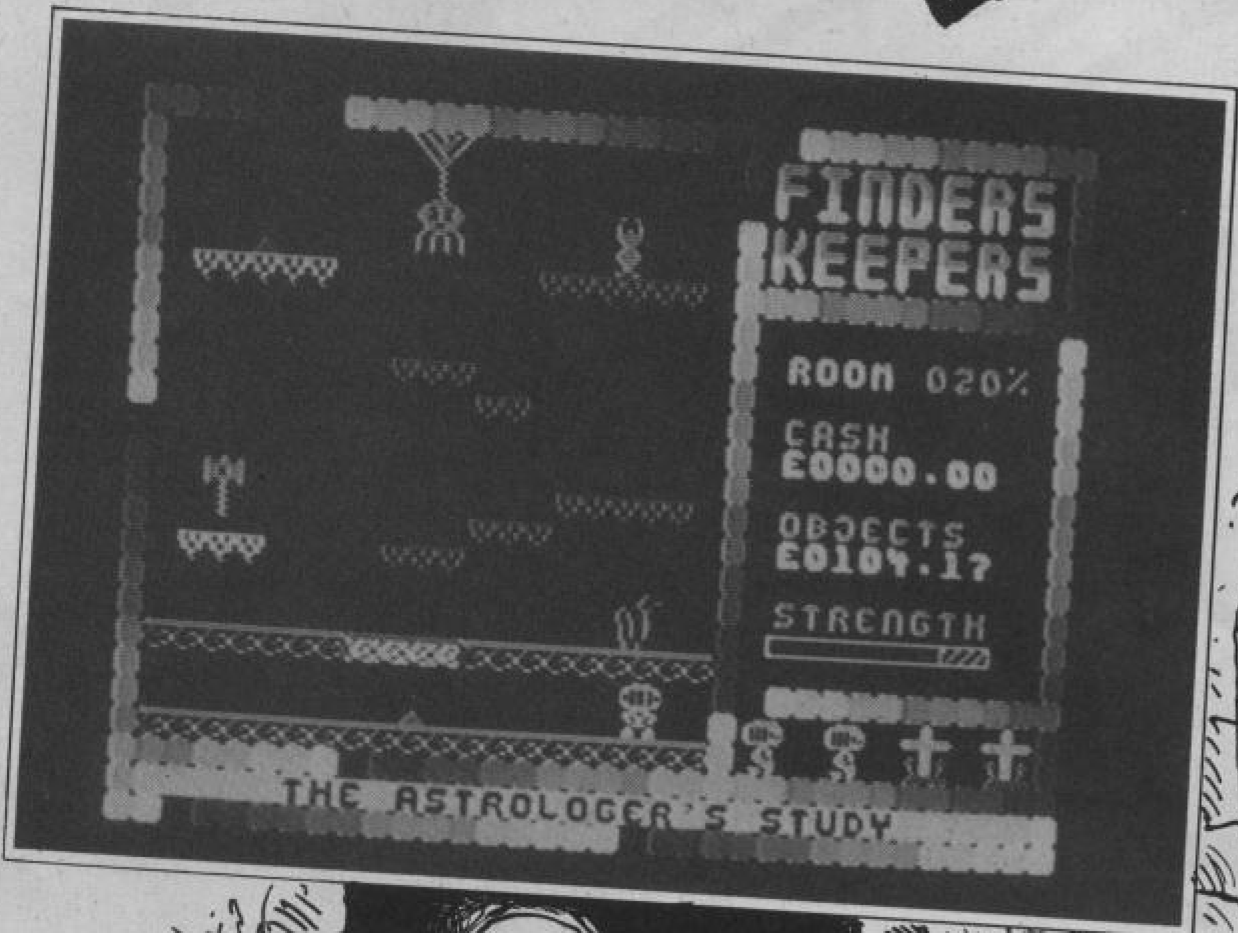
FINDERS KEEPERS

Mastertronic, £1.99 cass, joystick and keys.

In times of old, when knights were bold and chivalry took priority in life over a tin opener for your suit of armour, proving yourself a man was the most important thing in life (things never change) although what you had to go through then is a lot harder than today's untaxing rigmarole.

Taking the role of a knight in Mastertronic's latest release offers no exception and proving your worthiness to join the esteemed Knights of the Polygon table plays a vital part in the game. You can, if you wish, be a callous and scoundrelous knave and not complete your task properly, but then you won't become a proper knight and you will lose the love of the girl you cherish (things never change).





What a mini masterpiece! As soon as this finishes loading it bursts into life with superb tune and highly colourful graphics display. After listening to the tune a few times I thought it time to play and was really pleased to see that there is a game behind the title screen just as good as the music.

Although Finders Keepers is essentially a platform game (and me a usual anti-platformite!?) there is enough originality, puzzles and new kinds of gameplay to keep even the most jaded of anti-platformites extremely happy. The trading element is really great and some of the puzzles involved are devious and tricky.

The mazes are a difficult part of the game and I think that a little cartography wouldn't go amiss. The graphics are excellently drawn and genuinely cartoon-like which makes the game fun to watch as well as play. I adored Finders Keepers and at it's low budget price it is a game that no one can afford to overlook — it's a gem.





I really don't know how Mastertronic can afford to market this game at such a ridiculously low price. If it was £8.95 I'd still shell out for it because it's that smart. The graphics are extremely good with cartoon-like animation and truly humourous baddies. The game is challenging and has plenty of lastability.

I played the Spectrum version months ago when it came out. It had the distinction of being Mastertronic's first budget price without the budget look and feel. Now they have used the 64's capabilities to the full and made something which is more than a mere translation. Finders Keepers *needs mapping and I'm sure the maps will start rolling in very quickly once it's been released (hint, hint). This is a little masterpiece and anyone willing to hand over the two quid for it will not be disappointed.*







The event leading up to your quest is an age-old problem, one still common today. Your liege, the King of Isbisma is stuck for a birthday present for his lush daughter Germintrude. Since you're a magical knight and quite a cool cookie, the king assigns you the task of getting something highly unusual for the gorgeous Princess. Before you can argue about it, you're spirited off to Spriteland to complete your quest.

What should you do now? If you're a good knight then you go about your quest without question, but on the other hand if you're a scoundrel then you'll grab what you can get and try to escape the castle (and let the Princess down).

The game starts at the king's throne, with its encumbent imperiously waving you on your mission, and thence it's to Spriteland where lies fame and fortune, along with evil strength-sapping meanies and death.

The castle is essentially made up of platforms around which are dotted objects that can be picked up or examined. If you think an object may come in useful you can pick it up, trouble being that you can only carry a limited amount of things so pick objects up with discretion. There are 'traders' at each end of the castle and two on every level and these people trade, buy or sell objects that you pick up. Some objects can be used in conjunction with others to make better and more valuable items. If you sell objects then the money raised from the sale is totalled up. Once this total reaches a required amount you can buy something special for the Princess.

On exploring the castle you'll discover two huge 3D mazes. These have to be negotiated to reach other parts of the complex and there are holes and gates which have to be explored and examined to do so.

To thwart your present-seeking quest are the many meanies of Spriteland, creatures that roam the castle and, if you touch them, sap value from your energy bar. If the bar diminishes completely then you'll lose one of your five lives.

When you have enough money to buy a present you can go for it or try to actually escape from the castle with lots of goodies and money, all for your very own selfish person . . . and be a REALLY unchivalrous meanie (things never change).

Yet another quality product from Mastertronic, enforcing their powerful hold on the budget range of games. Both graphics and sound are of a high standard with some lovely characters and animation (the King in his chair is great). The music is also superb with the SID chip being put to excellent use and there are some nifty sound effects spread throughout.

Finders Keepers *may appear to be just a platform game on the surface but after a little playing you soon find it isn't. There are some very good adventure overtones with plenty of objects around to pick up and trade or put to good use. Loads of locations exist to explore and 'suss' although mapping is not entirely essential as it is possible to learn your way round if played often enough (which is in fact the case).*

I've been extremely impressed with Mastertronic's previous arcade adventures on the 64 but this really does stand out. Definitely one for the collection and at the price it would be plain stupid to copy it and not fork out the cash.

Presentation 86%
Definable keys and other such useful touches.

Graphics 87%
Wonderful cartoon style, humourous animation and definition.

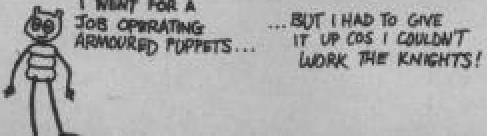
Sound 95%
Certainly some of the better sounds we've heard.

Hookability 91%
Plenty to see, do and work out.

Lastability 93%
. . . and TWO ways of finishing the game!

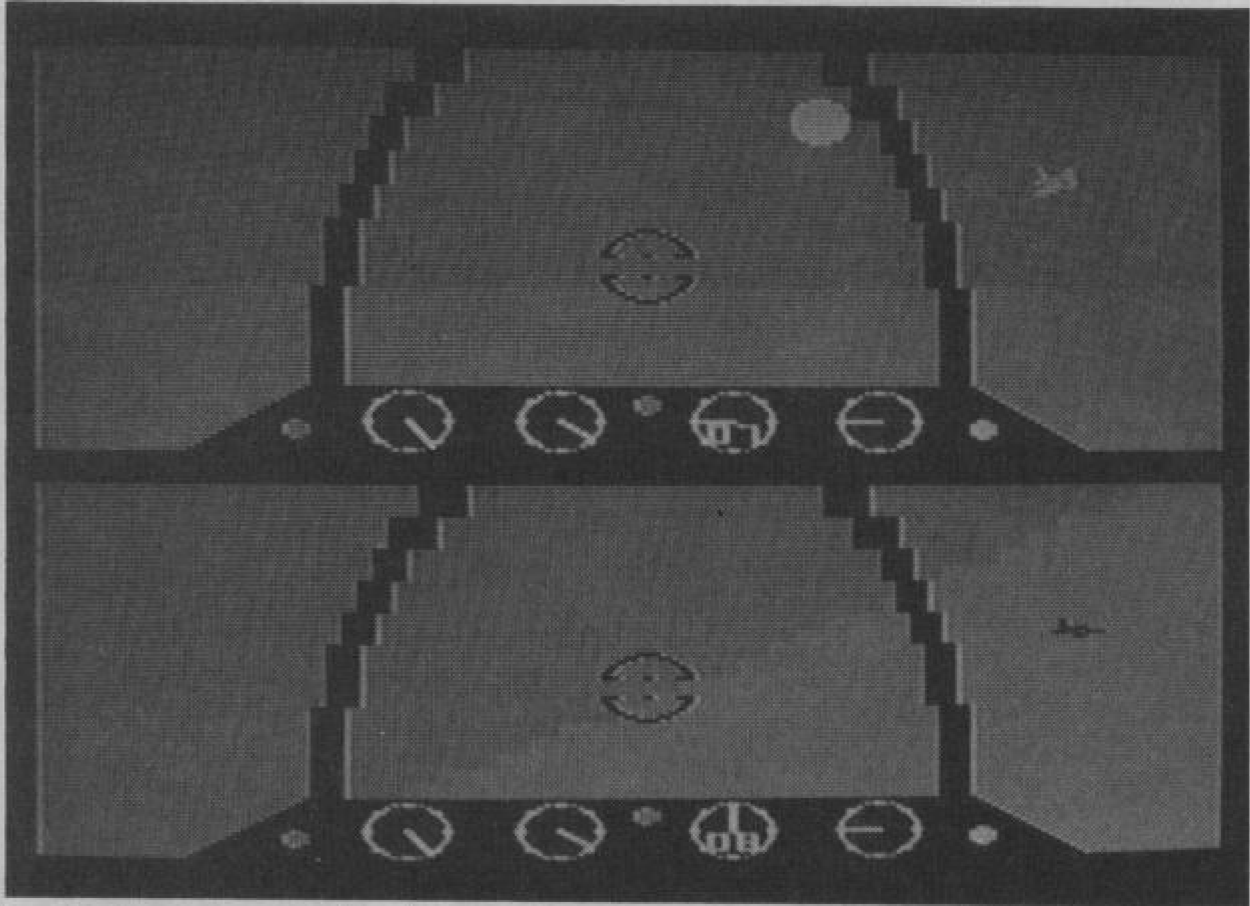
Value for Money 98%
Two quid is a joke!

Overall 90%
Fabbo little game at a fabbo little price.



MIG ALLEY ACE

US Gold, £9.95 cass, £14.95 disk, joystick only



This is a new type of flying game which takes its roots from *Pitstop II*. It's a head to head flight simulator/game where the scenario is Korea (1950-1953) and you've got the choice: shoot down the enemy or die.

The format of the game is extremely similar to *Pitstop II* with a split screen view from both aeroplanes, one player using one screen and the second player using the other. These screens are quite realistic in the way they behave, if you are flying towards each other then you will see the other player flying towards you and if you look at his screen then you will see yourself flying towards him.

There are several settings when you load the game and you have the choice of either having a single player game, a two player head to head or a two player cooperative. If you have a one player game then the computer takes over the second player's screen. You can also select the number of 'Wingmen' if you need them. These become part of a team and they fight with you. You can vary the amount of Wingmen between two players so, for example, player one could fight solo against player two with two Wingmen.

Each screen contains information to help you fly. There is a speed indicator, altimeter, engine power and a radar showing any aircraft within the vicinity of your plane. Unfortunately it doesn't distinguish between enemy and friendly planes, it's up to you to track them down visually (player one's planes are dark grey and player two's are light grey). There are also low altitude indicators and a low ammo indicator (you have a very limited amount).

There are five different scenarios to tackle, each scenario representing a different situation during the war. The first is the Battle for Pusan and you have to defend US troops against enemy YAK 90 fighter bombers. The second is the Sunchon Airdrop where you have to pilot a modified C-119 transport plane across enemy lines whilst beating off attacks from enemy YAKs. Mig Alley is an exciting scenario — you have to fly your F9F Panther into Mig Alley and destroy all the MIG-15s you encounter.

Sinuiju Airfield puts you in a defence situation. While your Thunderjets strafe the airfield you have to supply air cover against the attacking MIGs in your F-86 Sabrejet. The fifth scene is similar to the fourth and again you have to supply air support against the marauding MIGs.

There are points to be scored for shooting down planes and bonuses for completing levels etc. You get ratings for the amount of points scored from Novice to WGFP (World's Greatest Fighter Pilot).



A two player head to head fighter simulation has great potential as an exciting game but unfortunately Mig Alley Ace falls short. Microprose may have had good intentions when they conceived this game but something seems to have got lost along the way. The graphics don't really work as they are far too slow, juddery and blocky. No atmosphere or feeling of flight is generated as in say, Dambusters which doesn't help much. The sound isn't much either and is reminiscent of other Microprose flying games such as Spitfire Ace. The sluggish controls give the impression of flying through syrup and it becomes really infuriating when you can't turn quickly enough to shoot something. Nice idea, shame about the end result.



When I first played this I was really impressed. After playing a few more times I'm not so. The game itself is quite fun to play, especially with two players, the only thing is that the game is let down horribly by its graphics and speed. The graphics are extremely blocky and the whole screen tends to slow down badly when there's more than two planes flying around. The 'feel' of the plane is a bit sluggish and this makes actually bringing down the enemy a real chore. It has a nice scenario, however, and the instructions are very good, the trouble is that the whole game is too slow, boring and unrealistic to be worth a tenner.



Presentation 89%
Nice array of options with one or two player head to head.

Graphics 59%
Rather blocky, slow graphics but convincing planes.

Sound 32%
Pretty feeble jet noises and machine gun clatter.

Hookability 66%
With two players it's quite good fun.

Lastability 57%
With one it's not.

Value For Money 52%
Rather limited gameplay.

Overall 54%
Just about above average.

SKYFOX

Electronic Arts/Ariolasoft, £9.95 cass, £12.95 disk, joystick with keys

Firstly, let me get something straight: This is not a flight simulation — it's a **fight** simulation. *Skyfox* puts you in the flying seat of the latest jet fighter plane defending a land of frightened colonists from the marauding forces of invading aliens. The game takes place over the colony, or combat arena, (represented as a grid) of 25 by 25 squares (sectors) with tanks, enemy planes and motherships to contend with. All action takes place within this grid and should you leave it, a tone sounds and a warning message is given.

You are given three lives and can choose one of five difficulty levels (from the easiest (Cadet) to the hardest (Ace of the Base) to play any one of fifteen different scenarios (ranging from simple tank and enemy plane training to full scale invasions and specific enemy invasion patterns). Tank training pits you against nothing but tanks and plane training, planes (plane training three puts you up against planes **and** tanks). High/low training throws tanks at you followed by planes, combo training gives you both at once. A small invasion consists of one mothership (a sort of floating city) that must be destroyed before it launches enough planes and tanks to destroy your base. Full invasion has three motherships attacking and the massive onslaught has six! The five different attack strategies each follow specific patterns that must be studied and understood.

SKYFOX — THE PLANE

The Skyfox plane is fully equipped to cope with all situations that may arise (providing the pilot is up to it, of course), coming fully armed with laser cannon, heat seeking missiles and guided missiles. The laser cannon are activated by simply pressing the fire button and an unlimited number of shots are instantly at your disposal. Heat seeking and guided missiles on the other hand, are in short supply with only five of each being provided and they must be

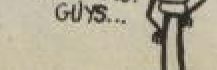


Software seems to have made a sudden leap forward this month, what with Summer Games II *and now* Skyfox, *it shows that the ever increasing quality of software on the 64 is still striving to reach its peak.* Skyfox *is a state-of-the-art 3D shoot-em-up. The graphics are absolutely stunning with a really convincing view-through-the-cockpit type 3D scenario. The idea behind the game is rather a crusty one — defend your base from the marauding invaders — but the approach is a novel one.*

Although being a flight simulator type game there's sophisticated auto-guidance systems, missiles and a computer to help you on your tricky task of destroying the whole of the invading force single handedly. There are motherships, tanks, heat-seekers and planes to destroy, and all come towards you in stunningly realistic 3D. The plane itself has a tremendously authentic feel to it as you turn and twist to avoid oncoming hostile forces.

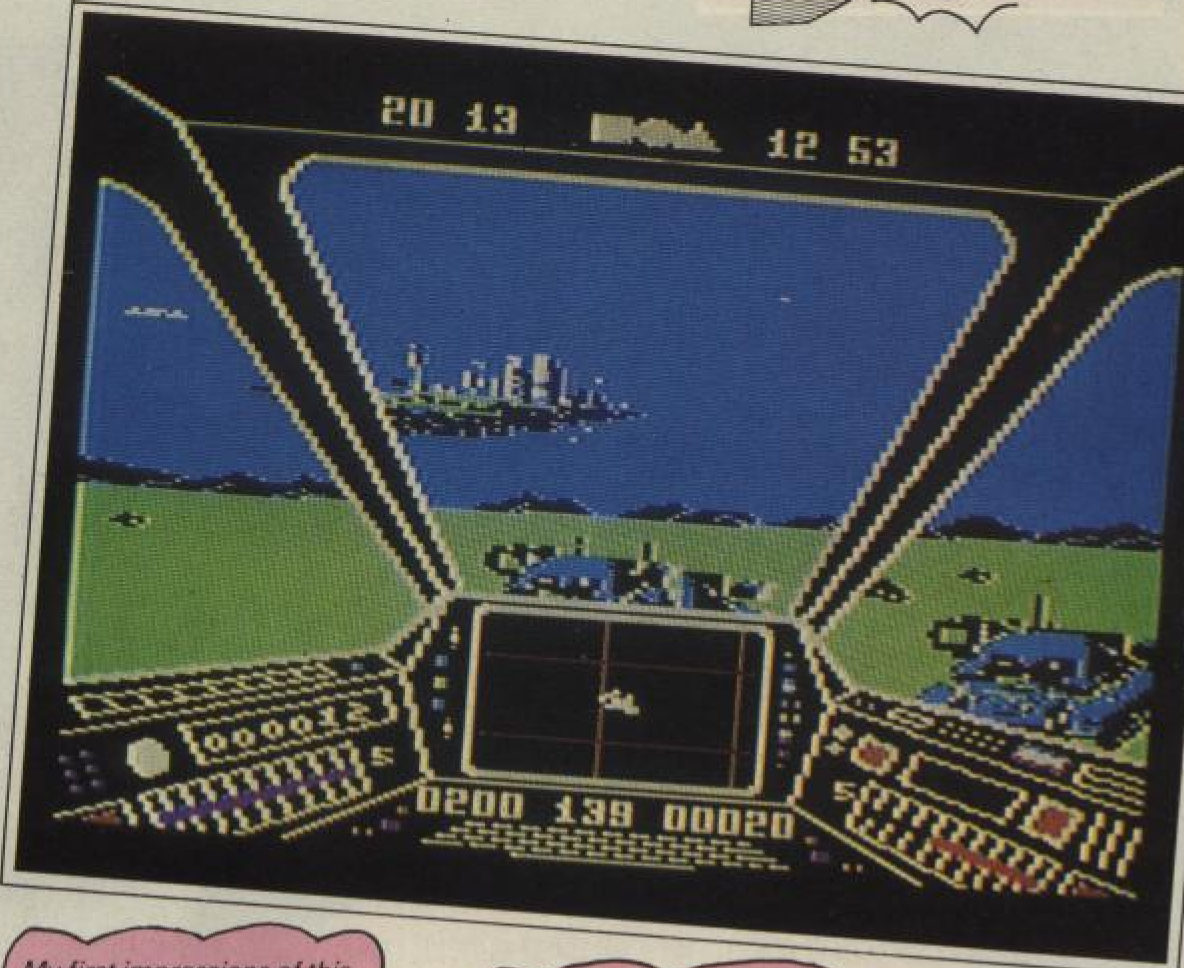
The sound, however, is a bit of a let down, just rather standard booms and explosions as you fight to save the base. I really liked this program and along with its wealth of options it offers a good challenge which should keep all suicidal pilots happy for months.







SIZZLER



primed before firing. Shields surround the plane as limited protection but diminish with each direct hit against you (on higher levels, hitting the ground weakens the shield heavily). Shield strength, along with fuel, can thankfully be replenished by landing at home base.

The speed of the plane is controlled by the keyboard. Pressing numbers from nought to nine gives you respective percentage speeds (eg pressing **1** gives you ten percent of maximum speed) and slight adjustments of 100 mph can be made. Sudden bursts of speed are also possible by engaging the plane's afterburners but this proves expensive on fuel, so careful use of this function should be made. There are indicators either side of the control panel to show fuel and shield status along with numerous other things such as speed, altitude, current compass heading (in degrees), your current X/Y coordinates, a clock (to show elapsed time since launch), number of heat seekers, guided missiles and a radar scanner display.

SKYFOX — THE BASE COMPUTER

At any time during the game you can call up your base computer to keep track as to what's going on (providing your home base hasn't been destroyed)! This computer allows you to check on your score (plus a summary of how many colonists are living/dead, how many tanks, planes and motherships have been destroyed etc), check on shield status for each installation (and which, if any, are still functional) and plan your tactics on a tactical map (a simplified map of what is where). You can also zoom up on a particular sector to see exactly what *is* there.

To cut out needless and monotonous flying around in search of aliens to kill, there is an auto pilot function. When there are no enemy targets to be seen, activating the on-board computer controlled auto pilot will speed your craft to the vicinity of the nearest enemy. If you've disposed of all the enemy then you'll be taken back to home base instead.

My first impressions of this game were that it was another flight simulation game. This couldn't have been further from the truth — it is a simulation, a simulation of high speed, air warfare. Multitudes of tanks, motherships and high speed jet planes are just some of things you come across along with plenty of exciting action. Tactics vary considerably depending upon which level you have chosen — another amazing thing about this game: the variety of levels!

Air-to-air combat is so realistic that I began to sweat after a while (especially on higher levels) with jets whizzing about the screen at such high speeds that half the time you don't know whether you're coming or going! Low level ground attack is also startlingly realistic with menacing tanks grinding their way ominously towards you, firing constantly and uncomfortably accurately.

My overall opinion of this game is that it's very well thought out and extremely well finished. It's not only very realistic as a flying simulation but as a tense war game. Terrific fun and worth every penny.







At last! The chance to pilot a high speed jet fighter and zoom around blasting the living daylights out of anything that moves (and anything that doesn't), thanks to Skyfox. The graphics are superb and give an excellent representation of flying at high speeds over not-so-barren terrain. The effect of the tanks, motherships and enemy fighters moving towards/away from you is ace — it really does put the wind up you to turn round and meet a rather aggressive tank poking its dirty great gun barrel through your screen.

Control of the plane is very sensitive and tricky to get to grips with at first, but with practice you soon find yourself zipping about without too much of a problem. Sound is really the only weak point about the game — FX are few and average (although the engine roar is quite good) and the title screen tune could have been better. A great shoot-em-up of high addictive qualities and plenty of great options and fast, furious action to keep things that way.

Presentation 96%
Heaps of different attack waves and levels.

Graphics 94%
Superfast 3D as you fly around.

Sound 61%
Rather boring boom blast noises and feeble title tune.

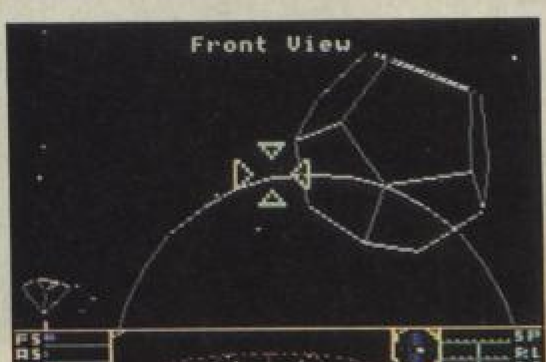
Hookability 95%
Once seen you'll want to keep at it.

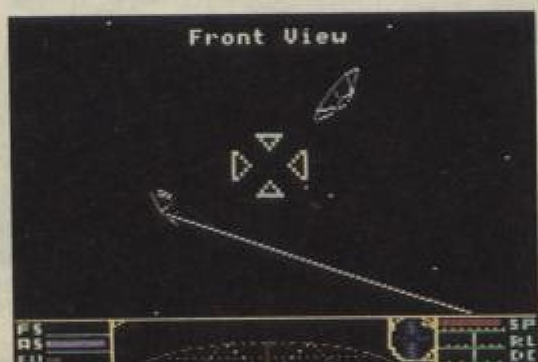
Lastability 88%
Plenty of levels but the same old aliens may pall.

Value For Money 90%
Not expensive for such a quality program.

Overall 91%
The best 3D shoot-em-up available.


· COMMODORE 64 ·
ELITE


Front View
ELITE


Front View
ELITE

Elite – the ultimate, award-winning space challenge.

Once the privilege of BBC and Electron owners, Elite now takes a giant leap forward – onto the COMMODORE 64. (There'll be versions for the 48K Spectrum and Amstrad soon).



OUT IN DEEP SPACE, THESE REVIEWERS FACED THEIR TOUGHEST TEST.

Already tested by the intrepid explorers of the Commodore press, here – breathlessly – are just a few words from their advance battle reports.

"The Final Frontier?"

(Mega Game, Your 64, June 1985).

"**My favourite**... as absorbing and challenging as the original."

(Commodore Horizons, June 1985).

"To explain every element of Elite would take a book... **you'll run out of energy** long before Elite runs out of things to show you."

(Commodore Computing International, June 1985).

"A brilliant game of blasting and trading... truly a mega-game...**the game of a lifetime.**"

(Gold Medal Award, Zzap! 64, May 1985).

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GOLD EDITION

THE BETTER LETTER FROM AMERICA

Yes! not content with last month's news from abroad JULIAN (nowhere else is good enough) RIGNALL is continuing in his search for foreign gold. This month he's tracked down quite a few arcade conversions along with some new original stuff, for original-stuff fans.

IT CERTAINLY looks like the arcade conversion fans'll be catered for in a big way in the not-too-distant future. Talking of coin-op conversions, **Datasoft** are soon to release *Elevator Action* which is a cross between *Gumshoe* and *Impossible Mission*. Also on their way are 'several others'.

Epyx have been busy and are soon to release *Two on Two Sports* which allows two players to team up against computer opponents in beach versions of volleyball, American football, soccer and baseball. If you can't find a friend then the computer will supply one! Also from Epyx comes *Moreta: Dragon-Lady of Pern*, the sequel to the award-winning *Dragonriders of Pern*, and follows the same sort of successful format. A struggle for Global domination is the awesome scenario of *Empire* as you command land, sea and air forces in an attempt to control the world.

Other games from Epyx are *Barbie*, a game based around the exploits of the famous globetrotting doll. Speech plays an important part in the game, especially when her boyfriend rings! *Hot Wheels* is the aptly named game allowing you to make, break and race your own cars. Once you have built your own car you can choose to race it against a a friend's.

Watch this space, they'll be here first . . . By the way, **please DON'T go ringing me up to ask from where and when they'll be available.** Be patient, you lot will be the first to know.



SUPER ZAXXON (Hesware)

Super Zaxxon is the follow-up to the hugely popular arcade and computer hit *Zaxxon* (believe it or not). The game presents a similar sort of scenario to the original Zaxxon with similar blue 'point of view' 3D graphics.

The aim of the game is to invade the Zaxxon space fortress and destroy the dragon which controls the whole complex. You start in space and have to fly over the fortress wall to begin the first run over the airfields and missile launchers. There are also the familiar electric forcefields to fly over (or round) and gun emplacements which fire at you. Deadly heat seeking missiles are fired at you from somewhere off screen which must be shot down or dodged and they get to pose a real problem on high levels. Fuel is supplied via the traditional formula, ie shoot the dumps which are littered over the complex. If you shoot them then fuel is automatically added to your ever-diminishing stock.

After the space fortress comes the tunnel run. You enter a tunnel and are attacked by many saucers — and as we all know, saucers have this unpleasant habit of firing at you. The amount of saucers you have to destroy depends on your performance over the fortress. The more things you shot over the fortress, the less saucers you have to bring down. Once the saucer sequence is completed it's back to the second, more hazardous run over the fortress. Many electric forcefields stand between you and the dragon, making you fly through the small gap between the field and the wall which supports it.

Once the second run has been negotiated there's the final conflict with the dragon. You have to shoot it before it breathes firebombs on you, and should it be killed, then it's back to the start with a much more difficult run over the fortress, more vicious heat seekers, accurate gun emplacements and missile launchers. Your fuel also drops more quickly so you have to be a really accurate shot and pick off as many fuel dumps as possible.

The graphics are very similar to the first *Zaxxon* game but are much improved. The game itself is far more challenging and although being TOO similar to *Zaxxon*, nevertheless provides a good follow-up that could well be successful.

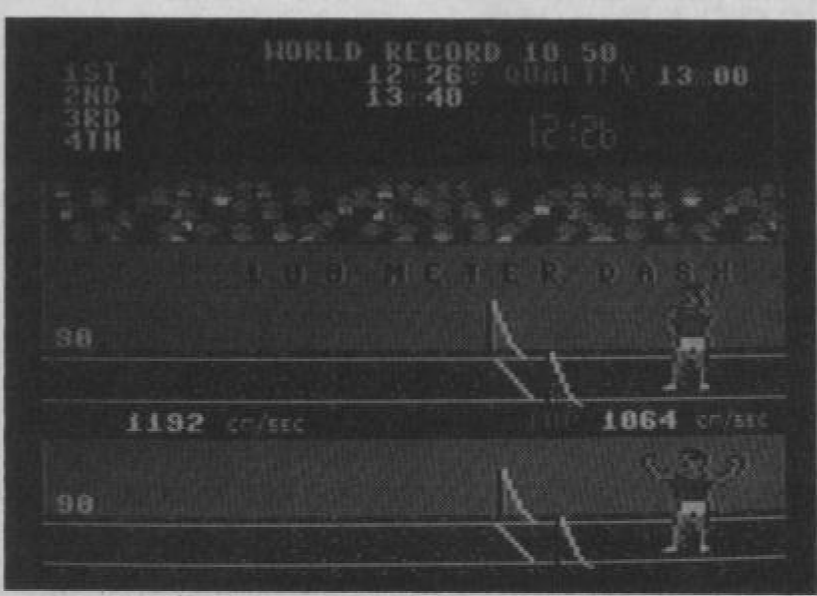


TRACK AND FIELD (Konami)

The sports simulation that took the video world by storm is very well converted to the 64 with Konami's official *Track and Field*. The original keyboard thumping/joystick toggling game that started off the craze for 'Decathlon' games last summer has at last been converted in its entirety, down to the little cheats and bugs that give you extra points.

Track and Field has the six original events: (in order) the 100m dash, the long jump, javelin, 110m hurdles, hammer throwing and high jump. Most are a test of speed and endurance apart from the hammer throw which tests your timing and reflexes.

The game still has the same rules as the arcade game: you have certain qualifying times and distances that you must meet; fail, any one and your game is over. The game starts with the 100m dash which is purely a test of brute strength. (There is a way to cheat on this but I'm not telling you how). As soon as the referee fires his gun, smash the keyboard to bits or



hurl the joystick around the room.

Once that is over it's time for the long jump. Run up to the scratch line as fast as you can and press the jump button when you're near it. You have to get the angle of the jump as near to 42 degrees as possible to gain the optimum jump (it is NOT 45 degrees).

Onto the javelin and the approach is very similar to the long jump, the only difference being that the angle should be as near to 45 degrees as possible. After the javelin comes the 110m hurdles. Use the same technique as the 100m dash but use the jump button to get over the hurdles. The hammer follows and this time it's timing that counts. Your man spins round automatically and you have to time the release of the hammer at the right time so the thing actually goes out of the safety netting and lands on the field. After this is the final, and most boring, event, the high jump. Your man runs up to the bar and you have to guide him over by using the jump button.

Once that is over the winner of the match is acclaimed and a good rendition of 'Chariots of Fire' plays. After that little break it's back to the joystick (or keyboard) for another round, only this time the qualifying times and distances are all increased (or decreased as the case may be). There are all the options of the arcade game including 1-4 players and number of opponents. The graphics are very similar to the arcade and the scrolling is very smooth. The sound comes straight from the arcade version and apart from the lack of speech there is hardly any difference. Although 'Track and Field's are quite common on the 64 there isn't one which scores like an arcade game. Highly recommended to *Track and Field* fanatics.

WHISTLER'S BROTHER
(Broderbund)

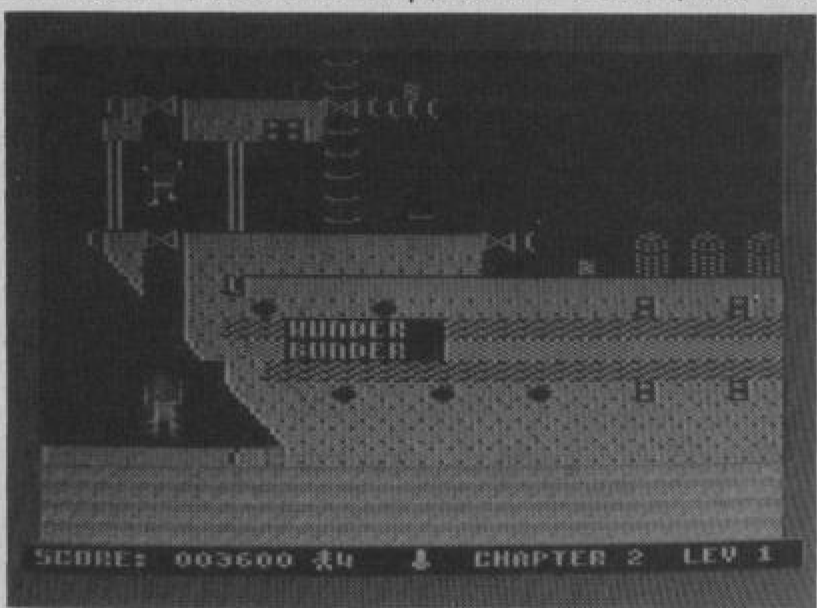
This oddly titled game is released by Broderbund and is a sort of platform game. The idea is a simple one — guide your brother to a certain point on the screen to complete it. It sounds really easy doesn't it? Unfortunately it's much easier said than done and if Whistler's brother would take his head out of the newspaper he's reading then the game would be far, far simpler.

Each screen comprises of one complete construction, the first being a scaffolding and the second an old sailing ship, complete with rigging, sails and masts. Each construction is several screens long and three screens high and has a maze of platforms, ladders and holes. You take the role of Whistler and it's your responsibility to guide your brother to the end of the screen. He puts a lot of trust in you and never looks up from the paper he's so engrossed in!

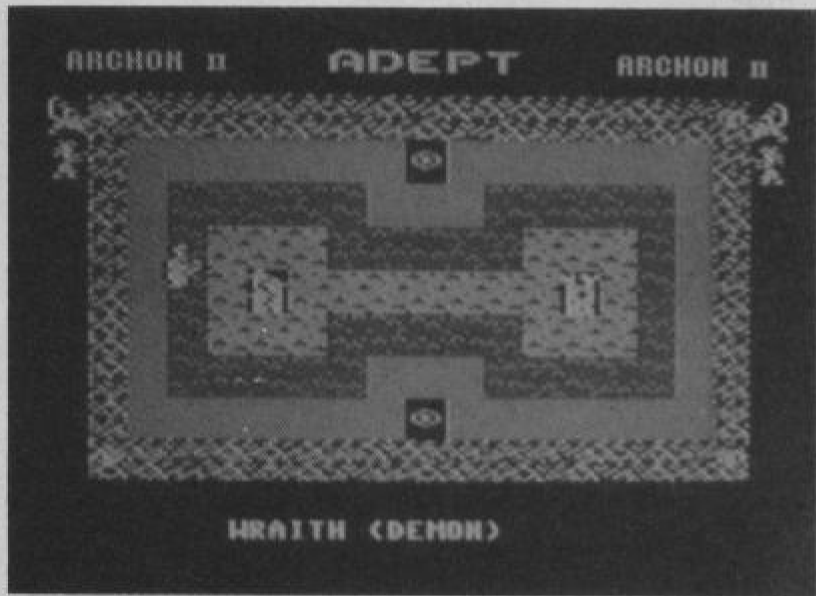
There are all sorts of artifacts to pick up for points and also, more importantly, tools which help you perform different tasks like fixing the holes in the floor. If your brother falls down one of these you also lose a life. Little brother spends most of his time running about blindly and you have to keep whistling to him to keep him after you. The screen won't scroll if you're trying to go one way and your brother the other (gosh I review AND can write poetry. I should be paid more).

You also have to whistle when you're up a ladder otherwise he won't follow you. When you first play it all gets really confusing and even after a couple of games you have problems in getting your brother to go where you want. The game is played at such a frantic rate that you have to think really fast and rely on reflexes quite a bit. This doesn't detract from the game and makes it even more fun to play. The control is quite tricky but the game is one which demands and deserves perseverance.

The graphics aren't superb but they're quite detailed with nice animation and little touches like a rainstorm, complete with thunderflashes (which are fatal if they strike you). The sound is great with a frantic tune playing throughout the game making everything seem even more frenzied and other touches, like the excellent whistles and splat noises when you fall off a building, add a lot. Overall this is an excellent game and one that I hope will be brought over to Britain soon.



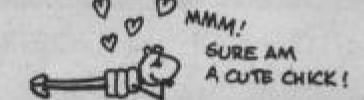
ADEPT (ARCHON II)
(Electronic Arts)



Archon was a minor hit but those who own it all agree that it is one of the best strategic games available on the 64. *Archon* can be described as a sort of chess game with interactive pieces. The game is played on a standard chess board and the pieces are laid out very similarly with 'pawn' pieces taking the second rank, 'rooks' the four corners etc. The pieces move similarly to chess but taking a piece is where *Archon* comes into its own. Move onto the square occupied by the piece you want to take and a battle will ensue. You take control of your piece and the computer, or a friend takes control of the other. You then fight a battle using the two pieces. The pawns have to come into close contact and hit their opponents with a club but pieces of a higher value can throw fire, form power rings about themselves etc. To defeat your opponent you have to hit it, repeatedly until its energy reaches zero. If it does then you are judged to have won the fight. If you are beaten then your piece is removed from play.

Using this type of play it is possible to defeat the opponent's queen with a pawn, although the job is extremely difficult with the odds stacked against you.

Archon II is slightly different since it is played on a bone shaped board, the outer board containing four inner boards. (Confused? You should try explaining it)! You control four adepts which represent each of the four elements ie fire, air, water, and earth. The game is played in a similar way to the original with the same sort of fights between pieces. Movement is different, though, with you being allowed to 'warp' around the board. The game is very easy to get into and highly enjoyable to play. It may well convert some shoot-em-up fans to strategy due to its frenetic battles but as it stands it's a wonderful mixture of think and arcade.



THE BETTER LETTER FROM AMERICA

BALLBLAZER

I was really pleased to discover that Lucasfilm's *Ballblazer*, an absolutely superb futuresport simulation, will be marketed in Britain for the 64. *Ballblazer* or *Ballblaster*, as it was called originally, is another Atari 'legend' from the makers of *Fractalus*.

The game is a split screen view-through-the-window two player head to head, although there are nine levels of computer 'droids' to challenge you. You are put in control of an incredibly high speed craft in which you sit, and in turn it sits on a large playing arena. The object is to outscore your opponent.

When you start a ball is blasted into the arena — you move towards it, collect and head towards the goal (usually out of sight by now). The idea is simply to blast the ball into the goal when you are in front of it. Sounds simple doesn't it?

The speed at which the game is played makes things difficult; you zoom around at the most horrendous rate. The craft also turns automatically to face the ball if you haven't got possession or turns to face the goal if you have the ball. The actual turning is a snap through ninety degrees which happens so quickly it can be REALLY disorienting. If you collect the ball it will float in front of the craft and it behaves elastically, so when you move it wobbles about in the forcefield that holds it.

When your opponent is in possession of the ball it's possible to tackle by pressing the fire button at the right time, blasting the ball from his possession. This sends the ball flying down the arena. Real battles ensue and the exhilaration of burning round the arena is marvellous.

I won't say any more about it because there'll be a full review in the next issue . . . we've seen a pre-production copy and the game captures all the speed and thrills of the Atari original. It's hot, really hot!

POLE POSITION II
(Datasoft)

This race game follows the footsteps of the arcade sequel to the phenomenally successful *Pole Position*. The graphics are a lot better than the original *Pole Position*, which were rather crude, blocky and didn't move too smoothly. The graphics, in fact, are quite similar to those of *Pitstop II* being pretty smooth and fast.

The game plays very similarly to the arcade counterpart and contains the same four tracks as the original, the original Fuji racetrack, the test course and the two other very twisty and tricky tracks which, like the original, are difficult to negotiate safely. As with the original there no speed limit is imposed so you can chase those course records at really breakneck speeds (like 409mph!!).

A facility to design and race on your own tracks is also provided — a really superb idea that is implemented perfectly. You can make nice, long straights to zoom down followed by horrendous twisting corners to catch out all your friends.

Although *Pitstop II* seemed the be-all and end-all of race-games *Pole Position II* is excellent. Although not having the two player head to head facility, the speed of the program makes up for it, and with the track design feature it is a worthy addition to any racers' collection. (Yeah! a well-known mag's best loved cliche)!

DIGITAL DRUMS

This is an odd piece of software from, it seems when I investigated, Holland. Neither marketed or copyrighted, this absolutely amazing program is one of my favourite all time computer games. The actual program is simple, load it up and when it has loaded RUN it. The computer will **NEW** leaving 11,999 bytes free and the message *2010* on the screen. This is not a **SYS** call, but the name of a group of hackers, also known as the Professionals. Type in aT1 and you will get a fantastic bass tom tom thud from the computer. There are four toms toms at your disposal along with two high hats, two cymbals, two bass drums, two snares and three cow bells.

By typing a simple BASIC program using **FOR . . . NEXT** loops you can build fantastic drum solos which have to be heard to be believed. There are two sets of **POKES** which speed up, slow down or blend the drums to add even greater realism to your creative bashing. Some of the ones Gary and I have programmed are incredibly realistic and would do Cozy Powell proud.

The quality of the drum sound is unbelievable, it's sooooo realistic it sounds just like a recording! There are also joystick and keyboard modes you can use, keyboard uses all the keys on the top row and joystick mode requires two joysticks. Using the joysticks is ace fun and I kept on playing and playing until someone threw a brick at me and told me to turn the monitor down by 90 decibels.

This program is absolutely wonderful and if you can get hold of it in any shape or form I'd thoroughly recommend you do. With the memory left from the digitising you can make solos which go on for hours on end. TRULY MAGNIFIQUE!!!

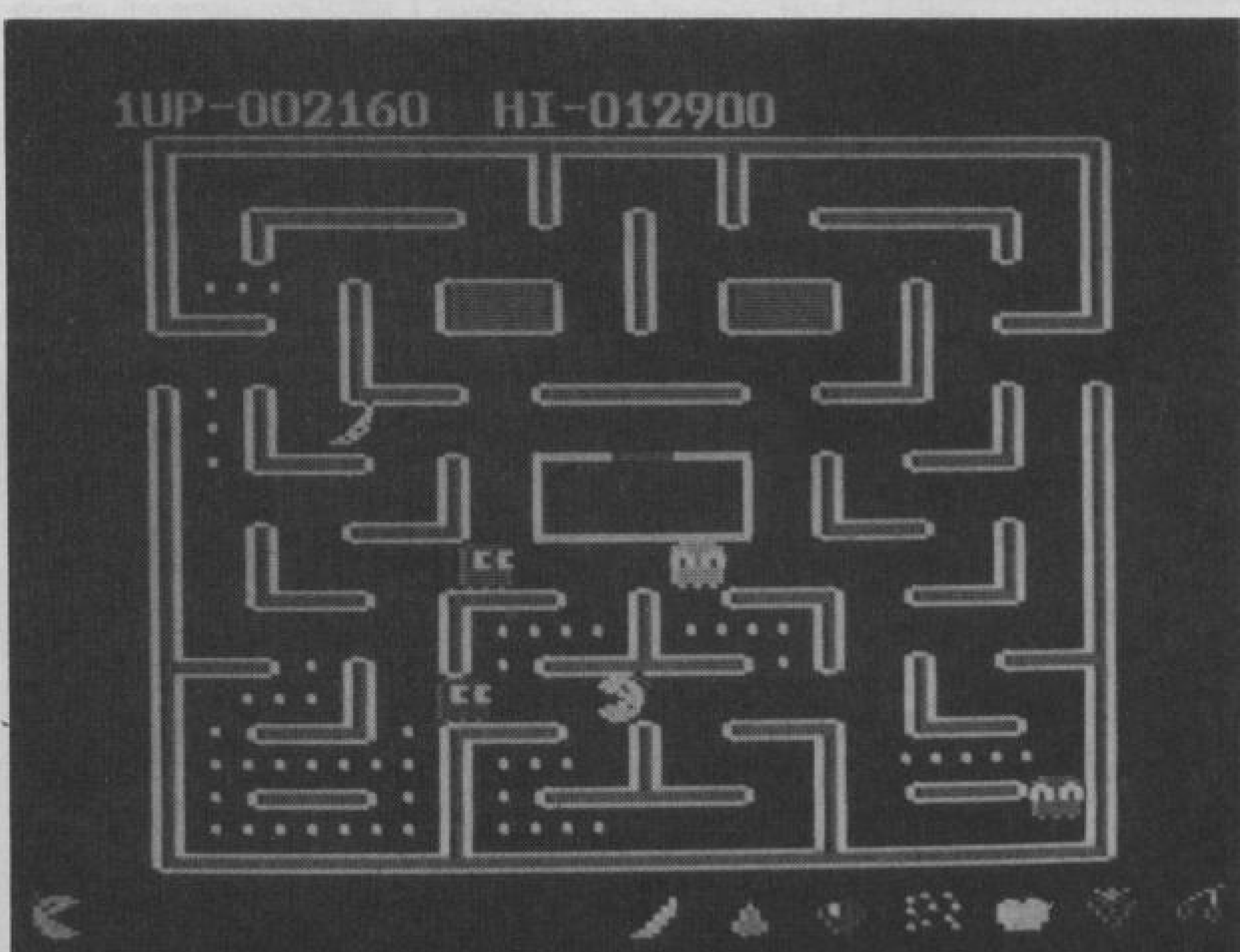
MS PACMAN (Atarisoft)

The second in the *Pac Man* series was never a real hit in Britain, not even with the females that it was primarily aimed at. Perhaps it was because it never reached a large arcade circulation or perhaps because video gamers found it too hard, well that's all over now and we can see how well it'll do on the 64.

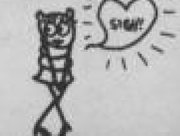
This version is an excellent copy of *Ms Pac Man* and captures the speed and difficulty of the original exceptionally well. Eating dots is still the name of the game and the four familiar ghosts still chase you, although this time they are far faster and much more intelligent. The mazes are also different from the original and contain some very devious routes. Each screen consists of a different maze, although they still contain the same old four power pills they are much more varied than the original.

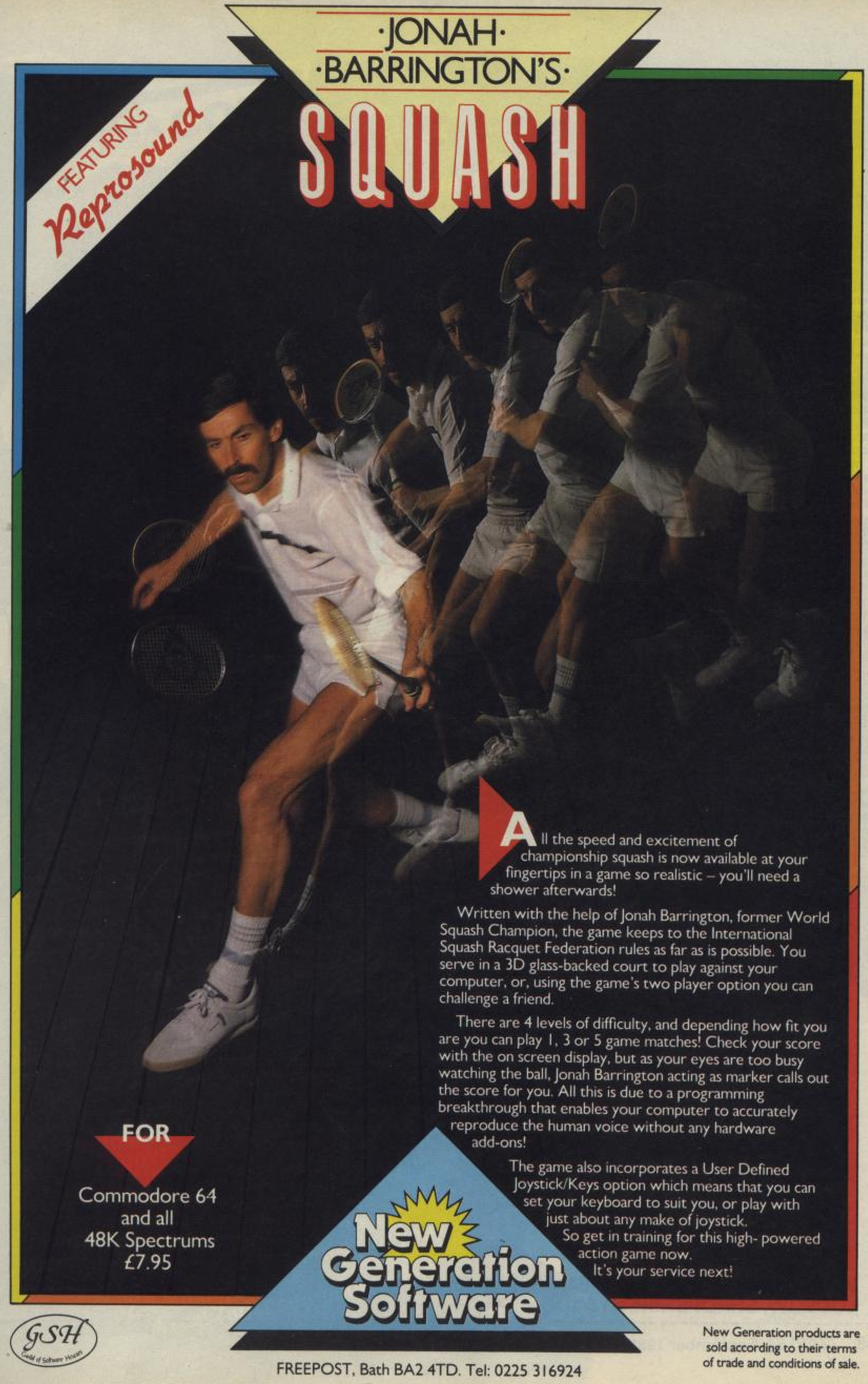
Most mazes have 'suicide passages' which only have two exits, in which the ghosts usually try to trap you. The fruits are different too, instead of appearing in the centre they march on from one of the four exit doors and you have to chase them round the maze to catch them.

All the cartoon screens are included in this version (cute and highly amusing they are too) and the graphics and sound are identical to the arcade version.









·JONAH·
·BARRINGTON'S·
SQUASH
FEATURING
Reprosound
All the speed and excitement of championship squash is now available at your fingertips in a game so realistic – you'll need a shower afterwards!
Written with the help of Jonah Barrington, former World Squash Champion, the game keeps to the International Squash Racquet Federation rules as far as is possible. You serve in a 3D glass-backed court to play against your computer, or, using the game's two player option you can challenge a friend.
There are 4 levels of difficulty, and depending how fit you are you can play 1, 3 or 5 game matches! Check your score with the on screen display, but as your eyes are too busy watching the ball, Jonah Barrington acting as marker calls out the score for you. All this is due to a programming breakthrough that enables your computer to accurately reproduce the human voice without any hardware add-ons!
The game also incorporates a User Defined Joystick/Keys option which means that you can set your keyboard to suit you, or play with just about any make of joystick.
So get in training for this high- powered action game now.
It's your service next!
FOR
Commodore 64
and all
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New Generation products are sold according to their terms of trade and conditions of sale.

Here's a bit of fun for everyone, and at the same time you can help Mikro-Gen with a few facts. . . .

HOW MUCH OF A WALLY ARE YOU?



When Mikro-Gen released the first Wally Week game, *Automania*, they reckoned they had a good game and a useful hero, but no one reckoned with Wally spawning a whole series of games and an entire family to boot! *Pyjamarama* and *Everyone's a Wally* were huge hits and still have a massive following, the combination of cartoon graphics, multiple locations, games within games and adventure-like puzzles to solve, proved immensely popular and satisfying.

Mikro-Gen plan to expand the range of characters around Wally Week and use all sorts of different scenarios to create new games, but with *Herbert's Dummy Run* they feel they hit a snag in ZZAP!'s review. In our sister mag CRASH, the reviewers said it was a Smash hit, the fourth in the string, but the reviewers in ZZAP! said otherwise, and while still liking it, said that it was too similar to the previous games to be that good.

Mikro-Gen, being a sensible company who like to know what's going on, are naturally concerned that two magazines published by the same company should say such different things about the same game (both Spectrum and 64 versions being as identical as it is possible to be). At ZZAP! we are also concerned at the difference between the views — and curious. Reviewers are human (believe it or not) and can make mistakes or misjudgements, and of course personal preferences do come into it, even with three people's opinions being used. So we decided to ask you, the readers, some simple questions to help us all out and we would be grateful if you would fill these in and send the forms back to us at ZZAP! We'll let you know the results of the questionnaire as soon as possible.

There's a small 'bribe' involved too — not to get you in favour of Wally if you're not, but to persuade as many of you as possible to send back the forms! Without looking at your answers (!) we'll draw 3 forms out of the bag on the closing date and those readers will each receive a ZZAP! T-shirt and a ZZAP! cap.



Please tick or delete when appropriate

1. Which of the games do you own?

Automania
Pyjamarama
Everyone's a Wally
Herbert's Dummy Run
None of them

2. Generally, do you think the Wally Week games are

Excellent / good / average / poor / terrible?

3. How do you rate the 4 games out of 10?

Automania
Pyjamarama
Everyone's a Wally
Herbert's Dummy Run

4. Do you think the Wally Week 'formula' is getting . . .

better each game /
much the same /
getting stale?

5. How much are you looking forward to the next 'Wally' game . . .

a lot / moderately /
not at all?

6. Do you think each of 'the gang' should have their 'own' game as Herbert has done?

yes / no

7. Do you think the puzzles to be solved should be . . .

easier /
harder *or* more of them /
less of them?

8. Are there any ideas you would like to see incorporated into the games that you haven't seen yet?

. . . .

Address . . . .

. . . .

. . . . **Postcode** . . . .

Age . . . . .
If my form is drawn for a prize, my T-shirt size is S/M/L

The questionnaire forms must be received by 12th September and will be drawn on that date for the prize winners.

Fill out the form and send it to:

WALLY QUESTIONS, ZZAP! 64, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB

ZZAP! COMP

Stop pushing out zeds, wake up and count them!

CONFUZING COMPETITION



A task to tax your brains . . . forty ZZAP! readers will win either a sweatshirt or a T Shirt in this CONFUZION competition — if you winz, you getz the choice.

All you've got to do . . . well, all? yes why not. ALL you've got to do is count how many 'Z's there are in this issue of ZZAP! Zip you way through all the pages, jot down the total number of 'Z's you find and send off your grand total with your name and address to ZZZZZZZ comp, ZZAP 64, PO Box 10, Ludlow, Shropshire, SY8 1DB to arrive by 12th September. First forty ace Zsters win an item of Confuzion clothing. Thatz it, simple really — and don't forget, count the Zs on this page as well, and the ones beside the page numbers, and those in the little logos the art department dotz around the top of the page — and just to make life that little bit harder — here's another for you — Z — so there.

A real Zarjaz competiton, eh?

I found .... ZZZZeds in this IZZUE of ZZAP! and reckon I should win a Prize. My choice, should I win, izz a T Shirt/ Sweatshirt (Delete as appropriate) and I am Small/Medium/Large/ Amazingly Gross (delete again folkz).

Name ....

Addrezz ....

....

..........Poztcode ....





WALKING THE PLANK FOR TWO YEARS

A report from our Specialist in Illegal Matters . . .
Okay me hearties — it's official, The Queen has monica-ed the papers and outlawed all you naughty pirates. Making illegal copies is OUT. A possible two-year prison sentence is IN as well as unlimited fines. The amendments to the Copyright Act now declare a computer program as copyright (so long as it isn't in itself infringing an existing copyright) the moment it is stored in any form and qualifies for for copyright protection at the moment of its creation within the computer, be it novel or program.

To help co-ordinate a campaign against illegal copying of programs, FAST (Federation Against Software Theft), set up a year ago, has hired a former police chief, Bob Hay, to co-ordinate information received from all over the country and help get prosecutions against offenders.

Two years is a long time to walk the plank, me hearties . . .

NEW ULTIMATE GAME

Ultimate Play the Game will shortly be releasing their third game for the Commodore 64, following the success of their two previous titles *The Staff of Karnath* and *Entombed*. Said Tim Stamper, Director of Ultimate, '*Blackwyche* continues the adventures of Sir Arthur Pendragon in a compelling arcade adventure game with superb playing characteristics, utilising top quality animated graphics, enchanting tunes and sound effects that ensure total player satisfaction and involvement with this new number one software product.'

Well, the press release said it for him, after all you would get pretty tired actually speaking like that all the while.

BLACKWYCHE: *A shape in the mist.*
As related by Sir Arthur Pendragon . . .

Out of dark rolling mists it came, a shadowy outline drifting slowly through the silent waters of the night. As it drew closer, there formed the ghostly shape of a large galleon.

My eyes beheld a strange luminescence surrounding the vessel, as though it was being driven towards me by some powerful supernatural force.

My heart began to pound with fear as I knew that this could not be real. How could this timeless ship have roamed the seas for more than two centuries? If so, what terrible fate could have befallen the crew?

As I gazed in wonder at this astounding sight, the ship slowly came to a halt close to my meagre craft, almost inviting me to investigate it's long since deserted decks.
I drew my craft closer and climbed aboard as my curiosity began to burn with desire to know more of this mysterious ship. The presence of some evil force became even stronger as I wandered down these God forsaken decks and I felt it's very essence surrounding me like some shadowy veil.

I began to realise that I was being drawn towards a small doorway at the ship's stern. Going through the door I found what appeared to be the Captain's quarters and . . .

. . . and what? Well I'm afraid you'll just have to wait until the game's released to find out. *Blackwyche* will retail at the usual Ultimate price of £9.95 on cassette and looks well worth the wait.

BUBBLING OVER WITH WIZARD SUCCESS

Bubble Bus' *Wizard's Lair*, a Spectrum game of high regard (a CRASH SMASH no less), is currently being translated to the 64 due it's success on the aforementioned machine. Pot Hole Pete, an explorer of integrity, stumbles upon a foreboding and previously undiscovered cavern — the Wizard's Lair! A place inhabited by all form of unimaginable horrors, lusting for blood — Pete's! Pete must collect the pieces of the Golden Lion scattered about the lair, in order to escape. It's essentially a sort of *Atic Atac* cum *Sabre Wulf* with improved graphics, more screens (256 locations over 7 levels) and is much faster and more frantic. Price and release date are as yet unconfirmed, but Bubble Bus say it's likely the Commodore version will be ready for mid-September.



TONY POPE is a pleased man. He's the Manager of FRANKIE GOES TO HOLLYWOOD, and Ocean have given him a game to play with that probably helps him at least think he has a measure of control over the group!

The game was put together by Denton Designs but the deal was put together through some nifty pulling of several interested strings, not least being ZTT and the groups itself. Tony was invited round to Ocean to see a finished copy for his approval and is now hard at it, trying to become a Real Person — good luck Tony . . .



ANGRY AMAZONS

Rod Evans of New Generation was pretty upset with our review of their *Amazon Warrior* in issue 3, not because the review wasn't so hot, but because it kept sneakily implying that the programmer, **Geoff Sumner**, had attempted a copy of the US Gold classic, *Forbidden Forest* and because the review managed to 'smear' New Generation at the same time.

Geoff Sumner himself, a quietly spoken Mancunian, was also upset that it received an Originality rating of only 8%. He presumes this was because the reviewers were aggrieved that anyone should have had the temerity to attempt a copy of *FF*. But he considers that even if it **was** to be considered a copy, it would only be the second game like it, whereas many other games are copies of copies and have received much higher ratings in ZZAP!

'I had never seen *Forbidden Forest*,' Geoff said over the phone, 'at least, not that I know of. I **have** seen it since writing *Amazon Warrior*, and it has some quite primitive programming techniques in it, whereas my programming is much better, for instance the scrolling, which is very jerky block scrolling in *Forbidden Forest*, in *Amazon Warrior* the scrolling is very smooth, as the review pointed out.

'The review also said that I set out with the intention of improving on *Forbidden Forest*, which I couldn't do because I hadn't seen it before, and besides which I wouldn't want to improve on an established game. Having seen it now, I can see there are similarities like the joystick control, but there are many differences too. *Forbidden Forest* only has the one forest, but in *Amazon Warrior* there's the forest, caverns and temples.'

Geoff is also upset at the remarks made about the music. 'Being a musician I wrote the music myself. I studied for four years at the Royal Academy of Music, so I've no need to copy *Forbidden Forest*'s.'

Geoff in fact is an expert at the piano and does composition, as well as earning a living from scoring and arranging for the BBC among others. He got into computing by accident, having bought a 64 for his children, but they weren't interested in programming, so he took it up himself. After the review of *Amazon Warrior* in ZZAP!, Geoff said he almost gave up in despair on his second game, which is a 3D arcade/adventure, but he has since restarted work on it, and expects it to be released by New Generation when it's finished. He hopes that it will receive a kinder review from ZZAP!, not so much in the sense of giving the game the benefit of the doubt, but in the sense that the previous, unnecessary editorial vindictiveness will be absent — so do we.

MAIL ORDER/ SUBSCRIPTIONS QUERIES

We have been asked by both the subscriptions and mail order departments to request that anyone writing in with a query relating to goods ordered, should include their telephone numbers if possible, as the staff like to try and contact you directly if there is any serious problem arising. A contact time would also be helpful.

PS — PSS

From our Exclusive PS correspondent, Paul Sumner

Ever eager to please, **PSS** have decided to release a compilation of some of their older, but popular, games. The tape, to be called '55' (that's 'five, five' not fifty five), contains five classic, PSS Commodore games and five Spectrum ones on the same tape (now do you see why it's five, five)?

The tape will be sold at a retail price of **five** quid (well it's actually going to cost £4.99, but I thought it sounded rather jolly with all these fives) and on the 64 side there will be such classics as *Neoclyps* (a personal favourite and a fast scrolling, *Defender* style shoot-em-up), *Krystals of Zong* (a sort of *Pacman* stroke arcade adventure), *Circus* (I don't remember that one), *Metro Blitz* (I remember that (one of Oli's faves) — a fast, furious shoot-em-up that takes place over a nicely disintegrating futuristic city) and *Hyper Biker* (a very popular *Decathlon* style BMX (no, not MSX!) game). Phew! quite a list.

Richard Cockayne, joint MD (that's Managing Director not Medical Doctor) of PSS feels that the programs contained on the tape are 'all of a very high quality' and 'represent excellent value for money' to both Commodore and Spectrum owners. Couldn't agree more with you Richard.

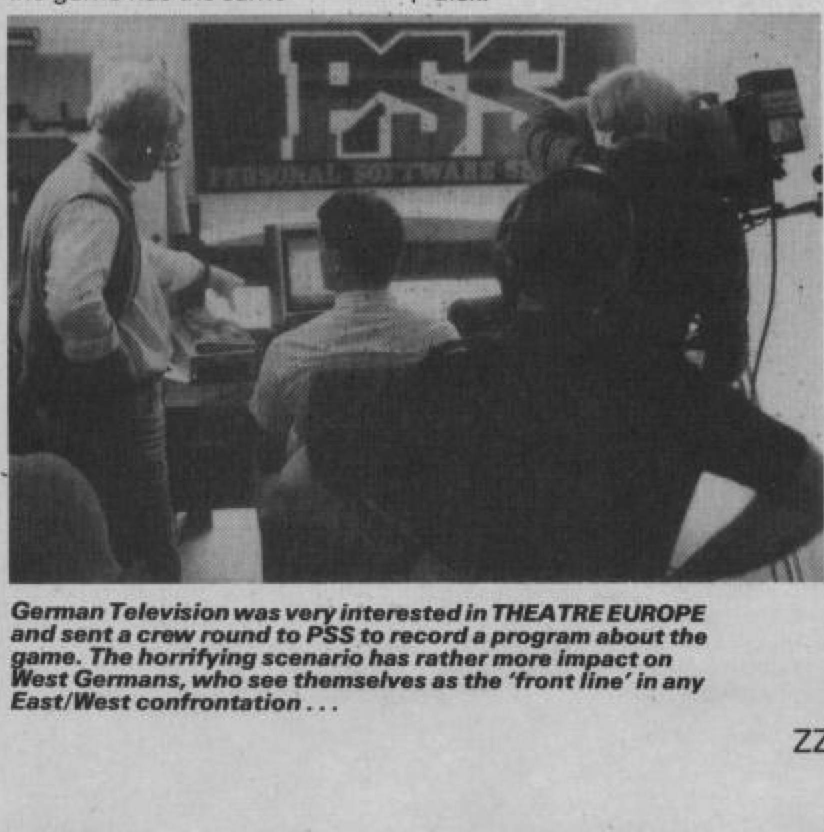
I won't bother relaying the Spectrum side of things to you as you're probably not that interested anyway. You are? Oh well, in that case . . .

. . . No, I'll tell you about PSS' new wargame instead.

As a the follow up to the highly successful *Theatre Europe* (as reviewed **exclusively** in ZZAP! 2) PSS are releasing the third game in their Warmaster series, *Battle of Britain*. Set over one day of the long drawn-out aerial battle, the game has the same successful approach as that of their previous titles, complete with some smart action screens that play more of a role in determining the outcome of the fight than before.

You get the chance to take out a few Deutcher planes from the cockpit of a Spitfire or knock 'em out with anti-aircraft guns as they attack your airbases, towns and cities on the map.

Battle of Britain will be available shortly at the usual PSS Wargamer Series prices of £9.95 on cassette and £12.95 on disk.



German Television was very interested in THEATRE EUROPE and sent a crew round to PSS to record a program about the game. The horrifying scenario has rather more impact on West Germans, who see themselves as the 'front line' in any East/West confrontation . . .

THE ELECTRONIC ART OF RACING DESTRUCTION

From our demolition correspondent, Gazza Penn.

Ariolasoft are due to release an exciting new racing game from Electronic Arts, the highly acclaimed American software house who brought you such classics as *Skyfox*, *Archon*, *M.U.L.E.* and, ahem . . . *One On One*.

Racing Destruction Set gives you the chance to race around your own tracks in a vehicle of your choice, against either the computer or a second player in a head to head. It follows the same sort of split screen format as *Pitstop II* except that the view is a *Zaxxon*esque one. The two screens scroll with the players to follow their progress over bumps, jumps, ice, mud, pavement and torturous bends.

You can design tracks and vehicles or use those ready provided — amongst them a moon buggy, motorbikes, a stock car and other such vehicular modes of transport (hover mower?)! There's even a choice of which gravitational field you wish to race under! This is where you can zip around your racing circuit with one of a multitude of different planet gravities such as that of Io, the Moon, Mercury, Venus, Earth, Mars, Jupiter, Sat . . . I won't go on as there's loads of 'em.

Defining your own tracks is a doddle and you can make things as nasty as you wish with devious twists, turns and different heights of track and types of road surface. You can select how many laps you want to race over and even which type of surface you want in the background such as a lunar landscape or a mass of abstract, op-art style lines.

This is a really excellent variation of the race game format and one which we'll be reviewing in full next month. Hey! Quit drooling on the page!



N·E·W·S f·l·a·s·h· · · · · · ·

HORROR HOLIDAY

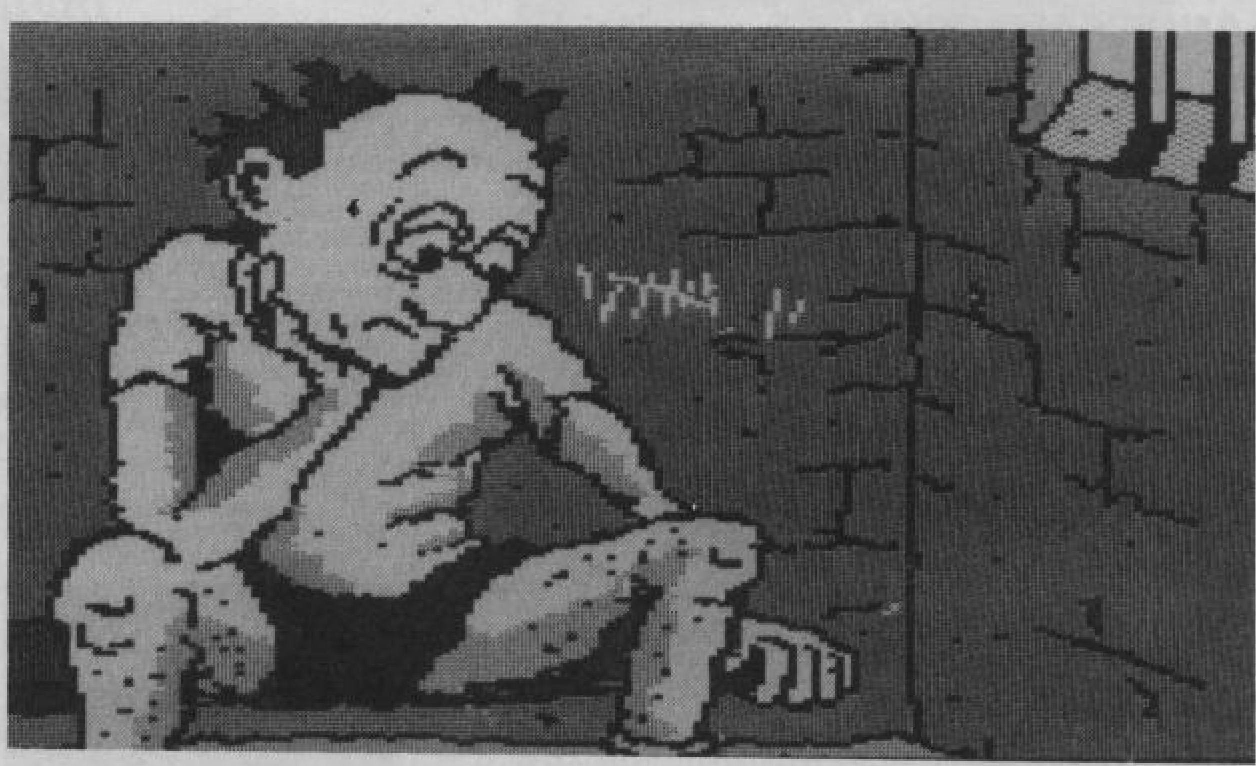
From our Package Holiday Correspondent

Paul Byrne, Melbourne House Wonder Woman, has just dashed off a quick note before going on holiday. She doesn't say where she's going, but I bet it won't be that favourite, fish'n chips, bitter-swilling Spanish resort Terrormolinos, because some kind programmers have sent her a brochure on the place — and it doesn't look nice at all!

Which brings me onto the new game from Melbourne House. Oddly enough it's named after a fish'n chips, bitter-swilling Spanish resort, *Terrormolinos* and has been written by **Peter Jones** and **Trevor Lever**, the authors of *Hampstead*. The game is about all the things that can go wrong on an awful package holiday to Spain.

The object is to take the wife Beryl and the two kids Doreen and Ken for two weeks in Terrormolinos, survive various hazards such as being buried up to the neck in sand, being gored by a bull, getting heatstroke, tussling with a shark and all those little things that make a Spanish holiday such a genuine delight. To prove you survived you must take ten snapshots. *Terrormolinos* boasts a new technique for transfering those popular naughty seaside postcards to the screen, which the programmers, tongues firmly in cheek (I hope!), have called **Saucivision**.

Terrormolinos will be released on August 20th, price £7.95 on cassette only.



All suites have an uninterrupted view of the sea . . .





Don't forget to tip the porters, 15% is normal, but anything up to 115% will be gratefully accepted

WRONG ROCKY

Frank 'n Furter's a bit put down with us for wrongly quoting CRL's *The Rocky Horror Show* as costing £9.95 last issue when it should have been **£8.95**, same price in fact as the Spectrum version. As this was one of the points mentioned under its Value For Money rating in the review, it means we would have to up our percentage by several points. Please don't send Eddie after us . . .

RIGNALL LOSES CHALLENGE!

Julian Rignall today lost his Challenge notepad and all his incoherent scribblings with it. When asked to comment, he replied: **'MGHMMF! MNHHJHGG! GFHGFHG!'**, as he had a mouthful of food at the time.

AN ALTERNATE REALITY

Datasoft Europe have announced the late summer release of the fantasy role-playing series *Alternate Reality*. The first in the series (and the only one which must be purchased in order to play the other six games) is called *The City*. In this game the player must learn basic survival skills, not only fighting but also how to earn money, eat sleep and avoid dangers he or she is not able to cope with at that time. The action takes place in The City, an alien location to which the player has been abducted. The goal is to learn the role sufficiently well to eventually seek revenge on the alien captors and return to Earth.

Following titles are *The Dungeon, The Arena, The Palace, The Wilderness, Revelation* and *Destiny*. These Datasoft games are released through **US Gold** at £19.95 and unfortunately will only be available on disk.

There are some other Datasoft licenced titles up and coming as well, which include *The Goonies* based on Spielberg's new film, *Zorro, Pole Position II* and *Elevator Action*.

Zorro is based on the matinee hero created in 1911, and who featured in many great American B movies following on from the major ones when Douglas Fairbanks, Tyrone Power and George Hamilton in turn played him. The game is set in Los Angeles in the 1800s and begins with the abduction of a fair maiden by the evil Sergeant Garcia's soldiers. There are 15 screens of increasing difficulty for Zorro to battle and duel through at £9.95 for cassette and £14.95 for disk.

The Goonies is based on the recent film and follows the adventures of the kids seen in the movie. It's an action/strategy game which uses eight screens of 'elaborate Rube Goldberg' type mazes. The game involves multiple characters who must be co-ordinated in their actions to get through the pitfalls encountered. Prices are the same as those for *Zorro*.

1541 ENHANCEMENT

The **Evesham Micro Centre** has launched a cartridge based enhancement program from the 1541 disk drive. The *Quickdisc Plus* based on the *Quickdisc* package but with improvements and the advantages gained from being on a cartridge. Evesham Microcentre claim *Quickdisc Plus* can load/save and file copy up to 5 times faster than normal, has a 10 second format time and can backup disks in 3.5. There are other features too, such as improved DOS commands and it comes complete with a centronics user port. All this for only £19.95 can't be bad. Evesham Micro Centre is at Bridge Street, Evesham, Worcestershire (0386) 49641.

N·E·W·S f·l·a·s·h·······

TOUR DE ACTIVISION

A sweaty last minute report from our cycling correspondent . . .

Puff! Pant! Harumpf! Phew! . . . **Activision** have just released a brand new sports simulation based on the Tour De France cycle race. The game is a sort of *Decathlon* on a cycle and there are 16 *etapes* (stages) to race in, each with their own piece of music as you ride (very nice).

You can race the etape of your choice (tiring) or go the whole hog and race the Grand Circuit of all 16 (very tiring x 16) with up to six players competing against each other. Each of the routes is very long and has to be loaded up from tape because of this, so you can see there's a lot of lengthy waggling required.

There are two gears at your disposal and you may choose from a selection of different cycles, all with different properties of braking, speed and gears etc. All text throughout the program is in French for atmosphere (!) but at least the instructions are in English!

Certainly looks promising and we'll be reviewing it in full next month (if our hearts and leggies don't give out first, that is)!







Three of the finalists in MIRRORSOFT's SPITFIRE 40 Challenge held at the Commodore Show in June, line up for the battle. The winner was JOHN SILKY from Anderley, South London, and for his sterling wartime efforts he received a 1541 disk drive from Michael Fopp (left), a former curator of the Battle of Britain Museum.

DOOMDARK'S DECISION

Good news from our no longer despondent correspondent . . .

Yeah! **Beyond** are going to go ahead with the 64 conversion of *Doomdark's Revenge*, the follow-up to the classic strategy game *Lords of Midnight*, after all — thanks to you, the ZZAP! readers!

After we **exclusively** revealed that there wasn't actually going to be a version of *Doomdark's* due to initially disappointing sales of the 64 version of *Midnight*, Beyond received so many phone calls from distressed ZZAP! readers that they have decided otherwise. So, we can now look forward to seeing a version nearer the end of the year. Drinks all round I think lads (oops! Sorry Beryl — and lasses). On the phone yesterday, *Midnght* author **Mike Singleton** said he had sent the Spectrum code off to the programmers working on the conversion and it shouldn't take too long. He can't do the job himself because he is still putting the finishing touches to *Quake Minus One* (hopefully something more concrete on that one next month).

BT DOWNLOAD

British Telecom have now got two programs to allow 64 users to download programs from their Dialsoft Communications. One of the programs, for users with the OEL/PRISM comms pack, is already available. Ring **0206 8068** to find out how to download these programs via your telephone.

ENGLISH COMPILATION

Having done rather well on the Atari, **English Software Company** are releasing two compilation tapes for the 64, called *Henry's House and Friends, Volumes One and Two*. Each contains *Henry's House* plus three other titles. In volume one (released September) there is also *Jet-Boot Jack*, *Stranded* and *Neptune's Daughters*. Volume two (released October) also contains *Witchswitch*, *Soldier of Fortune* and *Legend of the Knucker-Hole*. Both packages retail at £9.95 (cassette) and £12.95 (disk).



The Commodore goes Underground — and it's all ARIOLASOFT's fault. They gave STEPHEN HIND-FLETCHER a brand new Commodore SX64, the self-contained computer with mini TV screen built in, as a prize for winning their monthly prize draw after buying two games, ARCHON and LODE RUNNER. The trouble is that Stephen is a Metropolitan line tube-train driver on London's Underground, and the computer would just about fit into his cab . . . ! But computers need not fear, Stephen already puts in 15 hours a week unwinding with computer games, so rattling between Watford and Aldgate for eight hours a day comes as light relief to the tedium of zzapping aliens.

DOES YOUR 64 NEED SAVING?

What do you do if you develop a dicky SID chip? ZZAP!'s own flying doctor takes a look at some repair firms and offers some advice on the symptoms.



With careful treatment, your Commodore 64 should be capable of providing you with hours of fun without breakdown. It is, by all accounts, a reliable piece of machinery . . . but there's always the chance that one day, your trusty computer will blow a chip or two, or suffer a power unit meltdown.

Taking care when plugging and unplugging peripherals is the most important way of prolonging your machine's working life — make sure the computer is switched off! If you're unfortunate and faced with a broken Commodore, the first worry you will no doubt have, is how much will it cost to fix?

From a straw poll of Commodore fixers, it became clear that the 64 is a comparatively reliable computer — which is a GOOD THING, because Commodore does tend to charge rather a lot for replacement chips. The SID chip, for instance, weighs in at some £23.00, and what with shortages and erratic supplies experienced by some independent Commodore Doctors, one or two firms have taken to cannibalising brand new machines for parts. They find it cheaper and simpler to buy the complete machine in at trade price and dismantle it for spares. How long till we have a national network of computer scrapyards?

At the moment, a brand new C64 comes with a twelve month warranty, and if it packs up while under guarantee the thing to do is: take it back to the shop! If, however, your machine snuffs it out of warranty, you'll have to pay for the repair yourself unless you've bought insurance against breakdown.

Most computer shops have access to a firm of computer doctors, and you might consider taking your poorly Commodore to the local shop. If you do, bear in mind that the shopkeeper is only acting as your agent, and is unlikely to follow up delays and sort out problems with quite the same verve as you will!

Commodore themselves have a flat fee fixing service. Send your broken 64 off to them with a cheque for £35 and a note saying what's wrong and they should be able to fix it and have it back to you within 21 days. Vagaries of the postal system permitting, however — one machine took nine months to arrive at their Corby HQ! (We'll move on to a few golden rules about sending off your Pride and Joy for repair in a moment.)

Some of the independent Commodore Doctors can offer you a better deal, either on price or turnaround — and if you can find someone local you might prefer to drop your computer off in person.

Some firms have a standard fixing charge for the 64, while others prefer to let you have a quote before starting work — and they may wish to quote for availability of the damaged part too! But if you're asked to pay more than £35 on a quotation, unless you're in a desperate rush to get back to joystick-bashing, it would make sound financial sense to let Commodore handle the repair themselves . . . word reaches us of one firm that charges customers £42 to repair broken 64s, and then sends them off to Corby. Sharko, eh?

More than likely, you'll need to post your computer to your chosen doctor rather than deliver it by hand, and there are a few golden rules to bear in mind when you're about to send the beloved computer through the post:

Rule Number One has to be, pack it carefully — using the original box if you still have it. It's no use cramming it into a paper bag, sticking on a stamp and hoping the Post Office will handle your Commodore 64 with kid gloves.

Rule Two: always send the package Recorded Delivery — it only costs a few extra pennies, and it means that someone at the other end has to sign for your computer before the postie hands it over. It's not a bad idea to pay for an 'advice of delivery' while you are at the post office counter. This means that the postman sends you a card when he's got a signature from the people you've sent the package to. Keep the recorded delivery receipt and the acknowledgement card safe — just in case there are problems. Remember, your computer's worth quite a few quid, and a few extra pennies spent on postal services can mean there are no arguments along the 'it must have been lost in the post' or 'it never arrived' lines.

Rule Three: always telephone in advance. Explain the fault and the symptoms, ask how much it's going to cost to fix or arrange for an estimate, then find out what sort of turnaround the firm can offer you. If a company usually offers a two-day turnaround, that's fine, but it just might be that they're snowed under with work when you send your machine to them, and they could be running late. Find out before you send your computer off, it's less painful than waiting for your postman to bring it back to you and having to phone and moan when it's not arrived when you expected it to.

Rule Four: always make sure you describe the fault as fully as you can in a note which you've included with the computer. If it's an odd fault, that only occurs with particular programs, first check that it's not the program that's causing the grief by running it on a friend's Commodore 64. If the program's OK, but your computer can't cope with it, send the cassette with your note.

Rule Five: make sure you've found out how much the repairer's going to charge and remember to arrange to pay — either by including a cheque, paying on invoice or by Access/Barclaycard.

Rule Six: when choosing who to send your computer to for repair, ring round several firms to get an idea of likely costs, an indication of their current turnaround time, and details of any warranty offered on their work. Remember it might be worth spending an extra couple of pounds to send your repair job to a local firm. They might be that bit more expensive, but if there are any problems you can always go round and bang on their door fairly easily. Some companies charge more than others, and often will overhaul the whole computer for you rather than just repair a specified fault — a sort of 50,000 mile service. Generally, you get what you pay for.

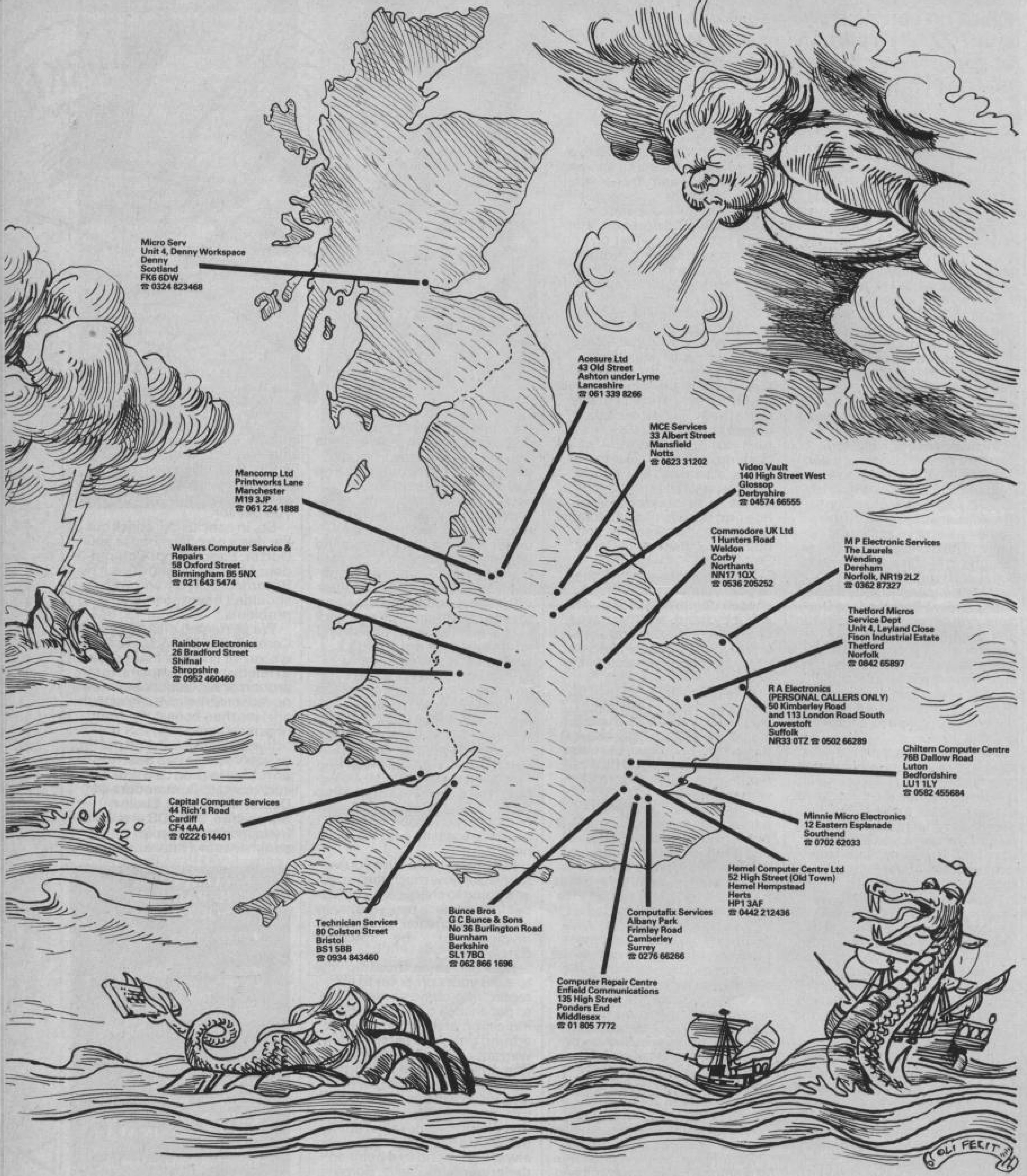
So, in conclusion, check out the deals on offer, choose your Doctor, pack up your Commodore 64 carefully and send it by Recorded Delivery and you shouldn't have too many problems.

We've printed a list of some 30 Commodore 64 Doctors here — we've not checked them out as to relative cost of repairs, turnaround or reputation, but have no reason to believe any of them are less than honest, up-front organisations.

If we've left anyone off the list, or you've had a bad deal from a firm, please drop us a line addressed to **Commodore 64 Doctor, PO Box 10, Ludlow, Shropshire, SY8 1DB** and we'll try to incorporate your comments in a future update.

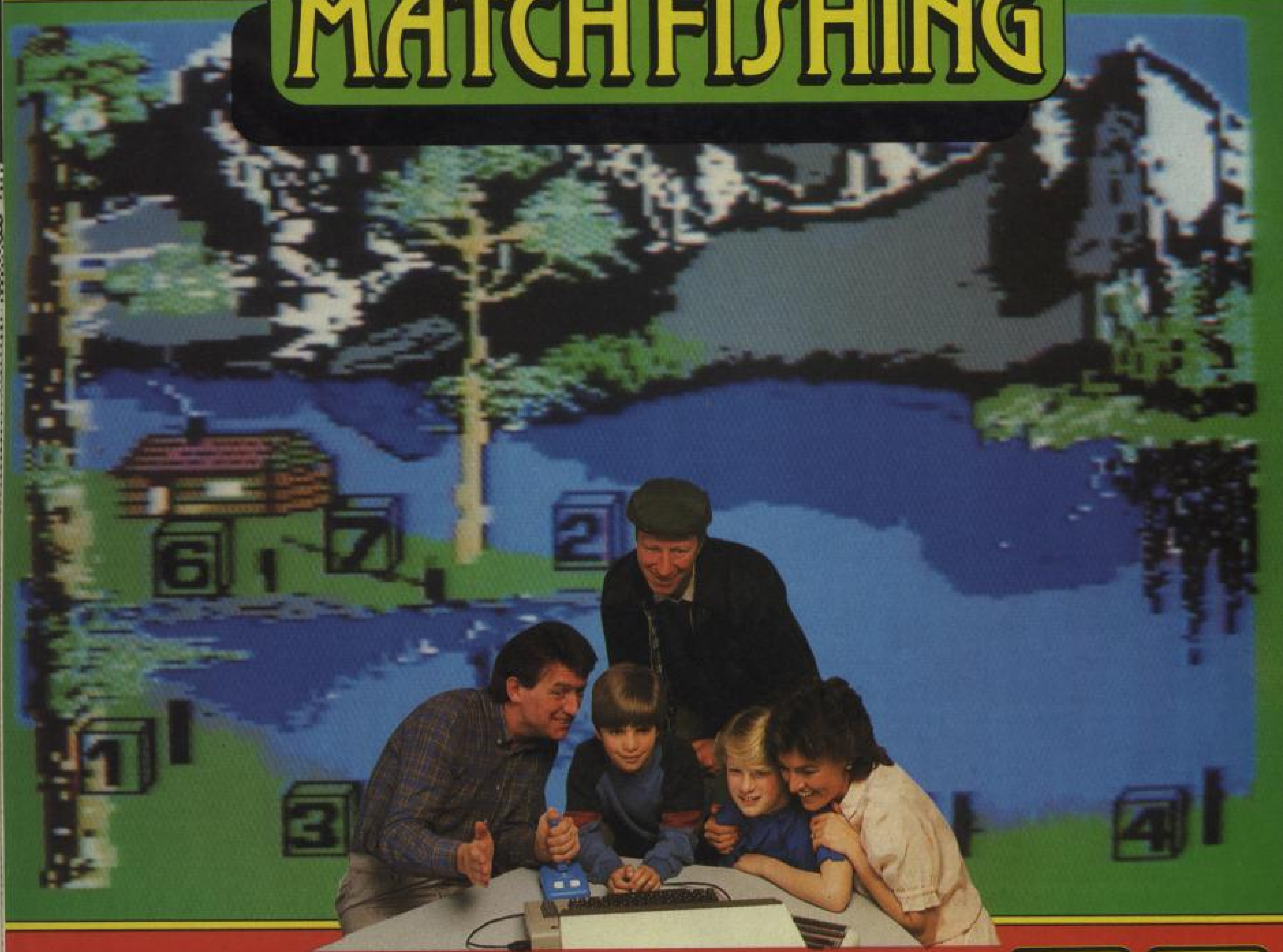


COMMODORE CLINICS

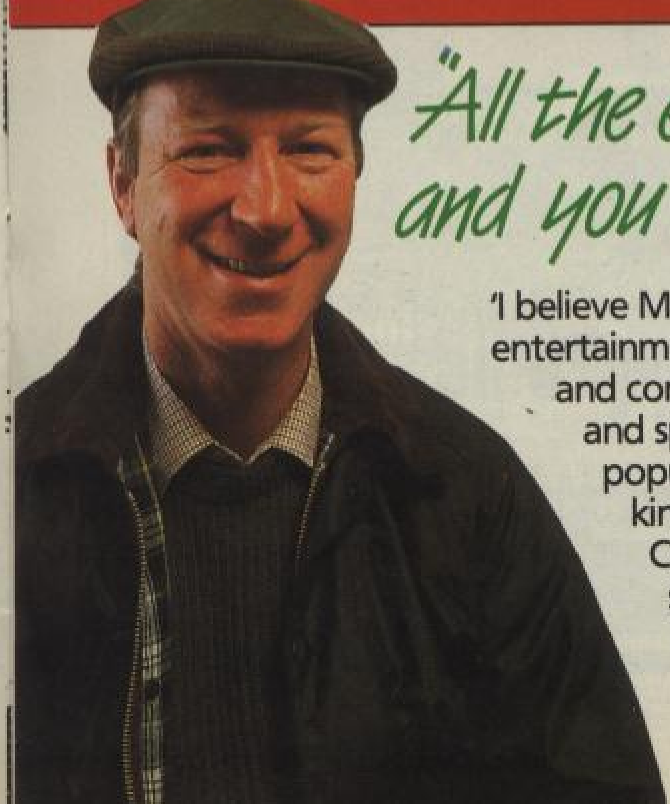




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SPY VS SPY II THE ISLAND CAPER

A not-so-sneaky look at the long awaited follow up to the very popular classic SPY VS SPY from our undercover espionage correspondent, Gazza 'Sneaky-Boots' Penn . .



He's fallen in the quicksand — but like all good cartoon heroes, getting out is no problem.



A romantic Spy stares dreamily out to sea, wondering whether to take a dip.



ZZAP! could have produced this as a full-scale review of the new game, because the demo disk we received seems remarkably complete, and thus gained Brownie points for being the first in print with an exclusive review. Still, it *is* only a demo and, unlike some mags (no names), we won't mislead you.

After the success of the first translation of Mad magazine's zany secret agent twosome to micro, First Star have decided to produce another game based around further exploits. The original game had two spies (one black, one white) running around a foreign embassy in search of top secret plans and other items (a passport and some money) to aid departure from the country. The two spies could lay traps for each other and bash each other senseless with clubs — in other words, all good clean fun.

Spy vs Spy II follows the same sort of theme as the original in that the two spies are in search of a common element, this time a secret weapon. This weapon is lost somewhere on a large island (in another place, another time . . .) and the first spy to recover it can escape by submarine (which can be hidden in the same manner as the door to the airport in the first game). The island has a multitude of trees, rocks and pools of quicksand, and even has its own volcano!

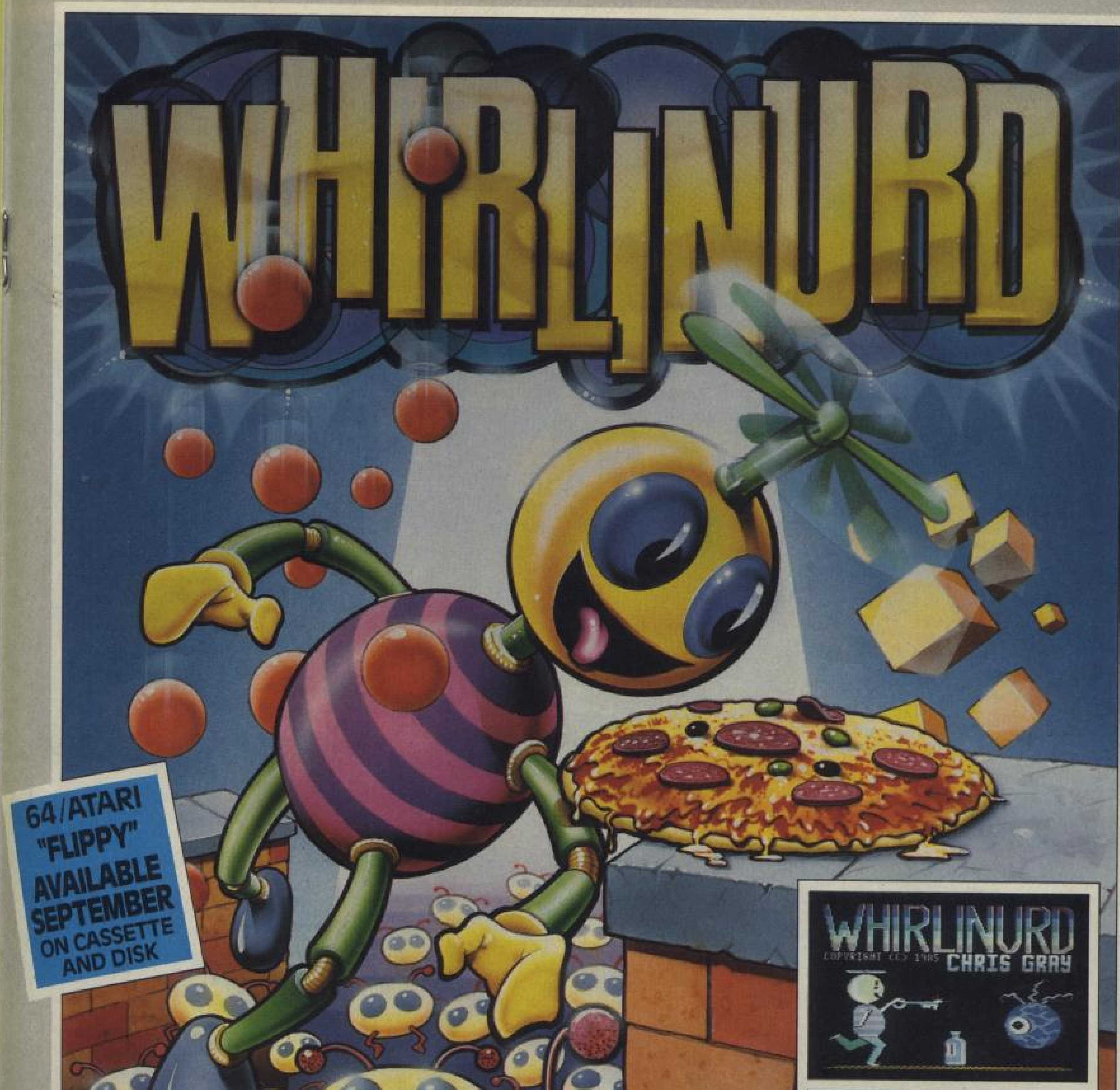
The familiar split screen display and music have been retained as have the graphics of the spies, the hand to hand fighting and the use of traps. This time however, the traps are not ready to hand but must be created from the materials to be found lying about the island — a shovel for tunnelling under your opponent (!), crabs that can be converted into booby traps (ouch!) and coconuts that can be fired from trees that have been converted into catapults using the tools available (amongst other things).

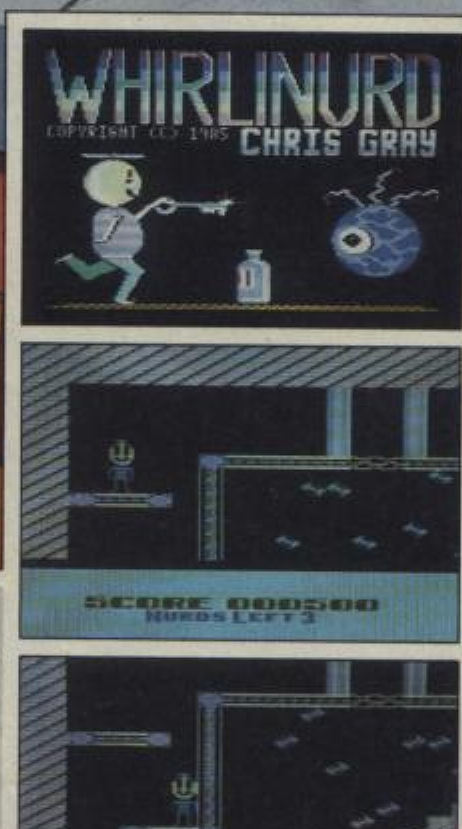
Each spy's screen shows where the spy is on the island in a similar way that the Embassy rooms were shown in the original except that when moving from left to right the screen scrolls with the spy instead of flicking from room to room. It is also possible to move 'into' the screen through certain exits along the way, giving the same 'depth' as the Embassy had and the screen flicks to the locations in front/behind in the same manner as before.

All the humour of the original cartoons and game has been translated successfully and *Spy vs Spy II* is even more enjoyable to play than *Spy vs Spy*. Fighting is as rewarding as ever and being able to sink in the quicksand and walk under the water surrounding the island (in true cartoon style) is a great laugh. The traps are more awkward to use (but more fun) and add to the strategy side of the game which plays a more important role than before. Sounds fun? It certainly is and it should prove just as popular as its predecessor, if not more so.

Spy vs Spy II — The Island Caper will be released later this Autumn from Beyond at a price of £9.95 on cassette and £11.95 on disk. Expect a full review in the very near future (ie next ish).

SO YOU'VE BLASTED THE ALIENS AND SAVED THE WORLD!! BUT CAN YOU COPE WITH BLOPPERS, GLOBS AND SPUDNIKS <u>AND</u> FACE THE TERRIFYING NIPPLE OF DEATH?!!





Screens as seen on Commodore 64

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Sydney

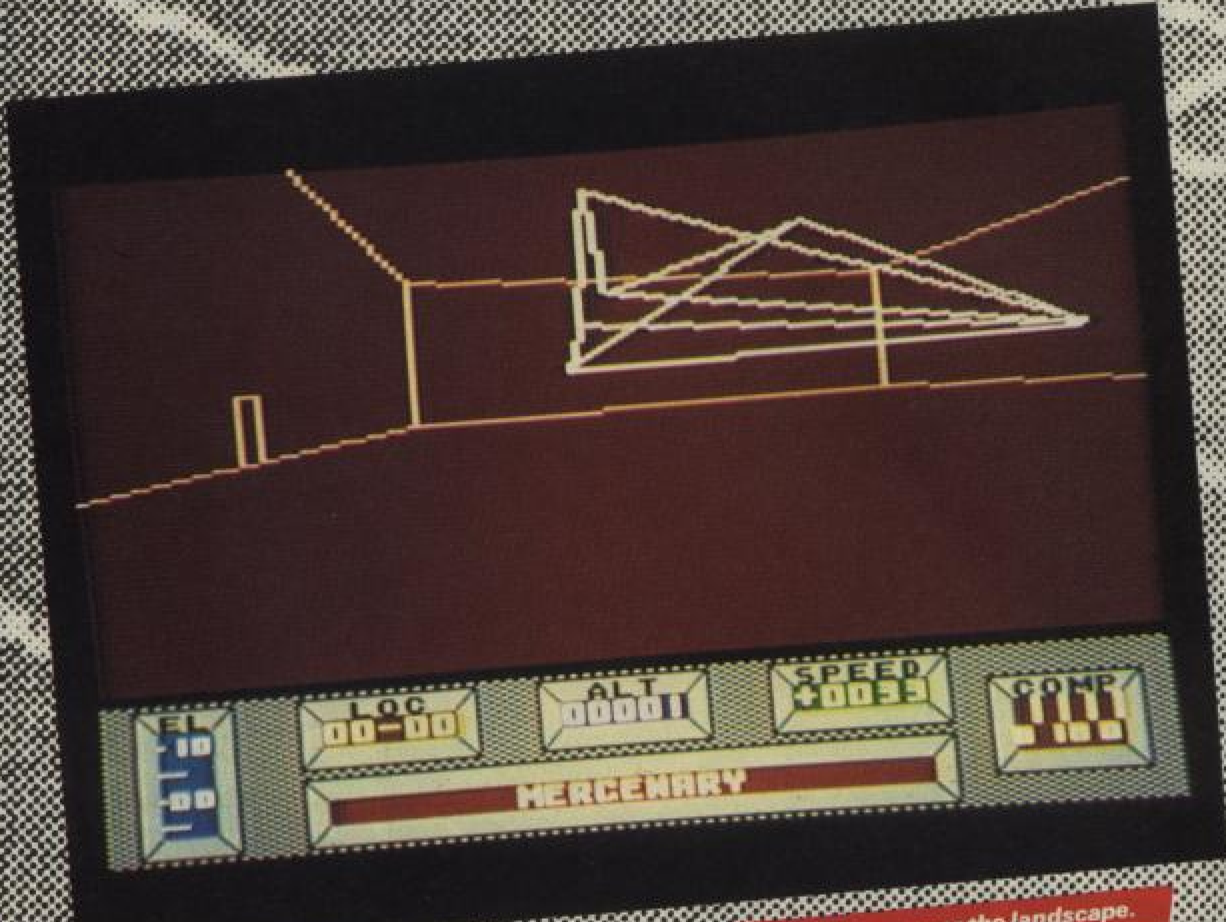
MERCENARY . . . THE ELITE

JULIAN RIGNALL and GARY PENN have been best, certainly fastest, games on the 64. It designer of the superb Novaload and the 3D battlezone game) and has the fastest 3D you just won't

THE GAME
Mercenary, or to give it its full name: *Mercenary — Escape From Targ*, puts you in a futuristic situation on a planet a long way from Earth. It's not a particularly nice planet and you want to escape from it, the trouble is, as in life, if you ain't got the dosh then it's tough luck matey.

The game is set during a war so to raise some money you can sell yourself to either side and become a mercenary, a free agent who operates just to gain wealth. The two warring factions are the Palyars who are good and live in a city floating above the planet and the Mechanoids who inhabit the surface in the city they stole from the Palyars. You can join either side or defect from one to the other if the opportunity arises. The trouble is that if you start changing from one side to the other then there will be a certain lack of trust . . . but then can you blame anyone?

The game itself is set round the city which the Mechanoids have overrun (although there are still Palyars around). The city is very large and is situated in the middle of a desert. In this city are approximately eighty different large 3D vector constructions. They all have different purposes, some recognisable, like airports, but others like two familiar computer logos are shrouded in total mystery.



Flying about over the landscape.



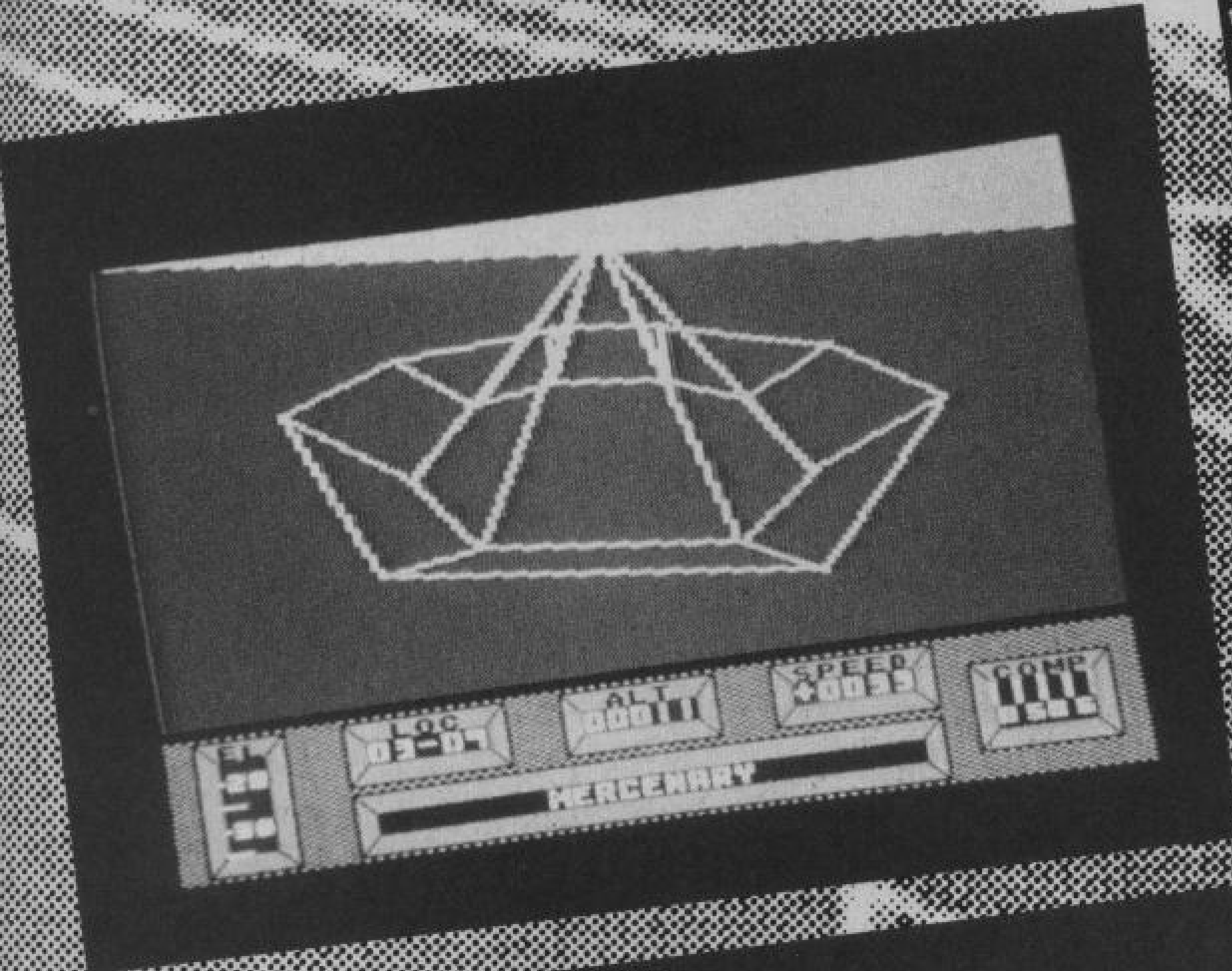
Inside a hangar with its futuristic craft.

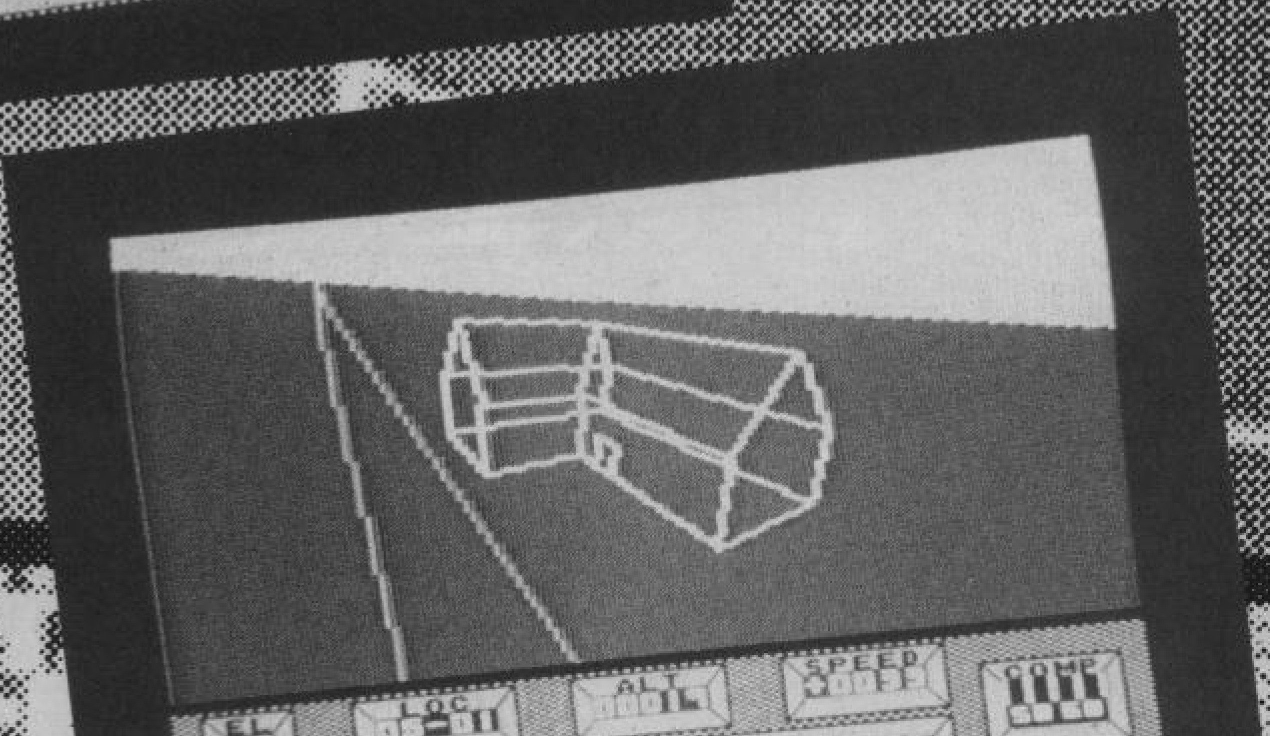
Some buildings have underground complexes beneath them and you can enter these by landing and going down in a lift. You can then **walk** round them and explore. The complex we saw was like an aircraft hangar and it even had a streamlined futuristic craft suspended in it. There are corridors connecting the rooms and you can stroll around these to see what is going down. There will be about a hundred rooms underground and the city has about 256 sectors, each containing roads and buildings.

Above the city is the Palyar's large floating city. Viewed from

E OF VECTOR GRAPHICS.

looking at what could possibly be one of the comes from PAUL WOAKES (Novagen highly underrated ENCOUNTER, the fastest Vector graphics ever seen, When you see this believe your peepers!





the ground it's just a little dot high up in the stratosphere but once you obtain a good enough ship to be able to reach a suitable altitude you can go and explore it!

As you fly around, BENSON, your shipboard computer and communicator, will give you information and pick up messages. Using him you can converse with the outside world. He will also tell you about your status and how well you're doing.

Once you get into *Mercenary* you are asked to perform all sorts of tasks, for example one of the first is to accompany and protect a Palyar ship as it flies over the Mechanoids' city. If you are good then you'll do it and collect the money. If you're really evil then you can do something rather wicked...

Aerial combat becomes part of the game once you are good enough and there are also air-to-ground attacks to accomplish. Ground-to-air fire threatens your ship but this can be neutralised with good play.

There are all sorts of minor tasks to keep you busy like checking your fuel and supplies while you play the game just to constantly keep you on your toes. Money plays a very important part and if you get enough then you can buy a better equipped craft if you wish. A save game feature is included to allow you to keep playing and playing.

There are loads of elements to the actual game itself and many have to be discovered by constant playing. A strong adventure bias is contained for those who are interested or, if you want, you can just fly about and explore.

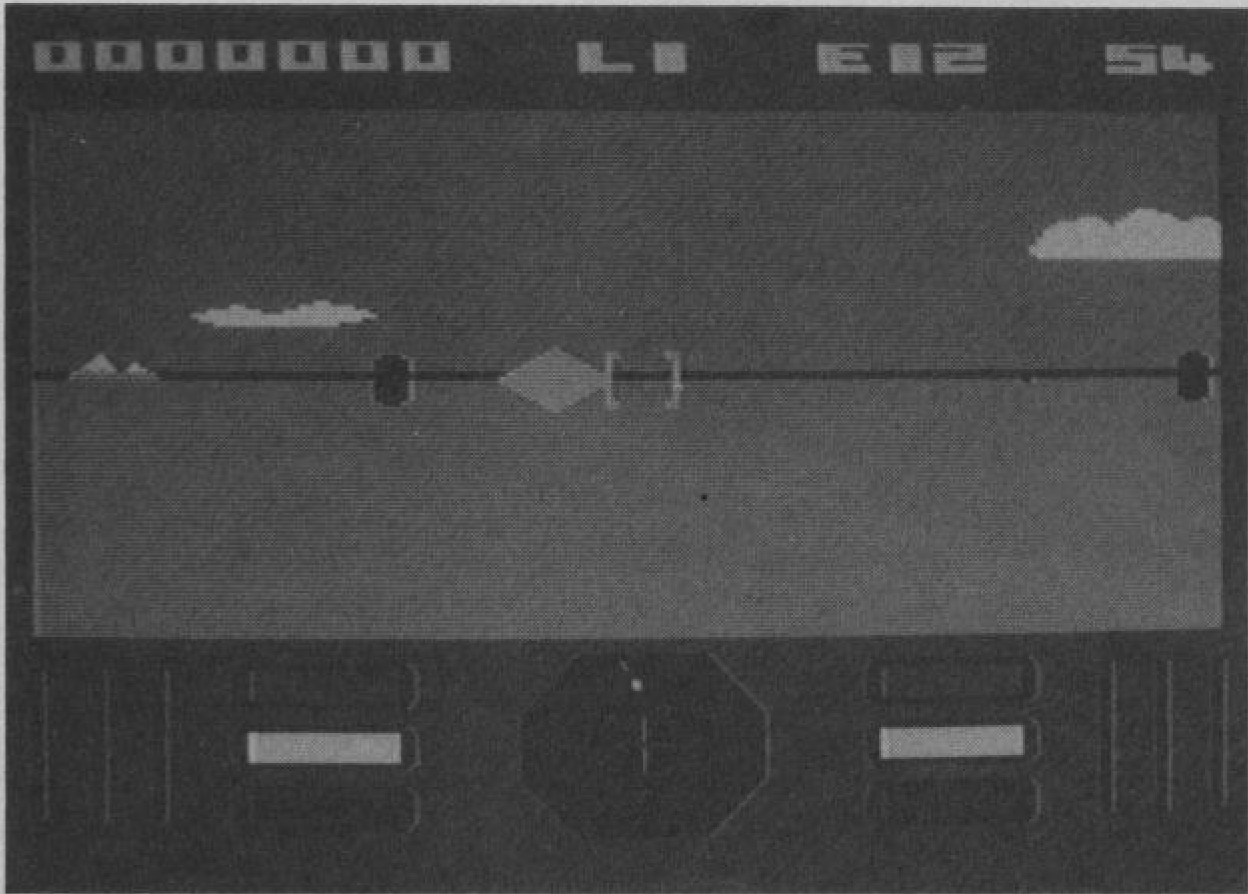
This game has many, many features which are only discovered with play . . . no swiping your friend's datatape — you may miss something rather special!!! *Mercenary* will be out for the PCW show and available shortly after. We can't wait to get our mitts on it!

ZZAP! TEST

ENCOUNTER

PasT BlasteR

Novagen, £8.95 cass, £11.95 disk, joystick only.



When we say that this game is a sort of *Battlezone* don't react with shock, be sick and turn the page. NO! This is a really superb, fast shoot-em-up which has a *Battlezone* type playing area. Everyone must know of the much copied arcade game — the vector graphic tank game which took all day to play because it was so slow; the one where the battle was fought over an infinitely large playing area littered with obstacles and where you tackled the tanks one at a time and as time progresses the tanks get faster, more intelligent etc — you do remember it?





This game is a real classic. The sheer speed of everything makes it so difficult and rewarding to play. Travelling from level to level must be one of the most nerve rending sequences of all time. I usually find myself joggling about in my seat and going 'aaagh' and 'ooooo' as the spheres just skim by the craft. The game itself sounds very boring but once you start to play it's extremely difficult not get totally involved with it. I love this game and ever since I saw it on my Atari it has been one of the games I have gone back to many times. It never became a classic; it was from the word go.

Okay, this game has a similar sort of scenario, with an infinite playing area and obstacles littered over the plain. These obstacles can be used to your advantage and you can use them to hide behind or from which to ricochet bullets. The main difference is in its speed and in the graphics. Instead of the original vector graphics everything is filled in and the program moves about 100 times faster.

There are no tanks present in *Encounter*, instead flying saucers warp in and move about. There are also guided missiles which home in at horrendous rates and, unless you're moving backwards rapidly, find their target swiftly and detonate. On level one most of the saucers just move about and are cannon fodder, on higher levels they start to shoot back, not just little bullets but great big spheres that fill the entire screen! Occasionally you'll get a bleeper — saucers that trundle about harmlessly until they self destruct into a huge wall of spheres (very difficult to dodge).

Enemies can be seen on the radar at the bottom of the screen, which makes it easier to find a tank if it's out of sight or behind you. There are also other readouts telling you whether a tank is harmless or whether it's going to shoot or not.



If you can imagine a solid Battlezone *played at a really fast speed with a rapid firing tank then you're close to visualising this game. The 3D graphics are amazingly fast, especially on higher levels where you can really zoom about the screen as you're chasing the UFOs. The feeling as you travel between levels through the warpgates is great, one of total panic and exhilaration! Encounter is a superb game and one I know the ZZAP! team go back to time after time. If you haven't got it then go out and buy it . . . it's ace.*



I remember when I first got this game from a shop in Milton Keynes — I was awestruck. The speed of the graphics and the game play was and indeed, is, unbelievable. I couldn't under stand something so good could go un-noticed — but it did. Hardly a review or a comment in the press anywhere. A classic shoot-em-up that certainly hasn't aged much since its release a year or so ago.

To finish a level you must shoot a varying, specified amount of enemies. When all are destroyed a black, square warp gate will emerge. Enter this quickly (or else it disappears) and you begin your journey to the next level. To get to the next level safely, dodge all the spheres as you travel through them. The only trouble is that the spheres are massive and you feel like you're moving at about 1,000,000 mph!!!

As you progress through levels the saucers get faster, more intelligent and fire like crazy. Also travelling from level to level gets faster and more hazardous.

There are no lives but you do have shields. Every time you are hit you lose a shield, but you do get extra ones for entering a higher level. If you die during transportation then you'll lose a shield and go back to the previous level and have to shoot another number of tanks before being allowed to advance again. As levels increase so does scoring potential so the aim of getting to higher levels is even greater.

Presentation 77%
Three options from novice to expert.

Graphics 91%
Megaspeedy graphics that'll make you gasp.

Sound 43%
Bip! Bip! Boom!

Hookability 94%
When you see the speed you want to play.

Lastabilty 87%
Each level takes a lot of beating.

Value for Money 91%
Below average price for an above average game.

Overall 90%
Still a brilliant shoot-em-up.



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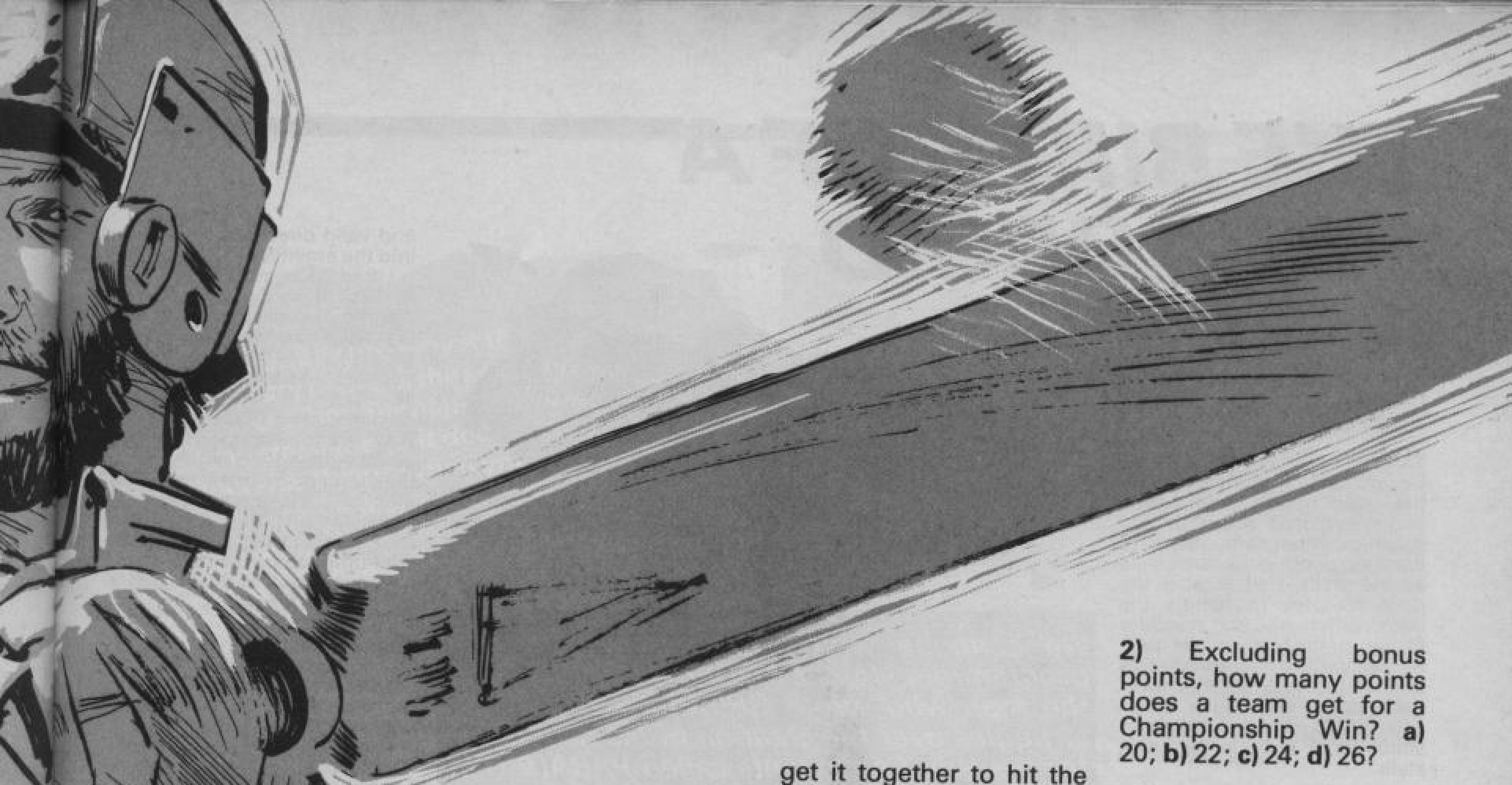
THE KISS OF LEATHER ON WILLOW DEPT



Audiogenic

ZZAP! COMP

No, you're not reading the wrong sort of magazine . . . this is a competition about cricket which will result in fifty copies of the new game, GRAHAM GOOCH'S CRICKET zooming past the boundary of the ZZAP! offices and landing in the laps of lucky winners.





I never did like cricket much. When I was made to play, I was always put away on the boundary when our team was fielding, and had to walk miles at the end of every over . . . and no-one ever hit a ball out to where I was standing. Long periods of boredom interspersed with walks was all I got out of fielding.

When it came to batting, things didn't get better. I was always batting at the number eleven position, and I spent longer putting my pads on than I did actually at the crease. Trouble was, I was too busy trying to avoid being hit by that nasty hard ball to actually get it together to hit the thing, I was usually bowled clean out by the third ball. *(That's enough of your boring life story, get on with it -***Ed***).*

So it's a welcome relief to get to play the game on a computer screen . . . no tedious padding up, no hoots of derision when I'm out for the forty seventh consecutive Duck. Bliss.

AUDIOGENIC have put together a fine willow and leather simulation, which Uncle Graham, the famous Essex cricketer, is putting his name to, and they're offering fifty copies of the game in this competition. Can't be bad eh? So here's the questions:

1) What's the the difference between an Australian Over and an English one?

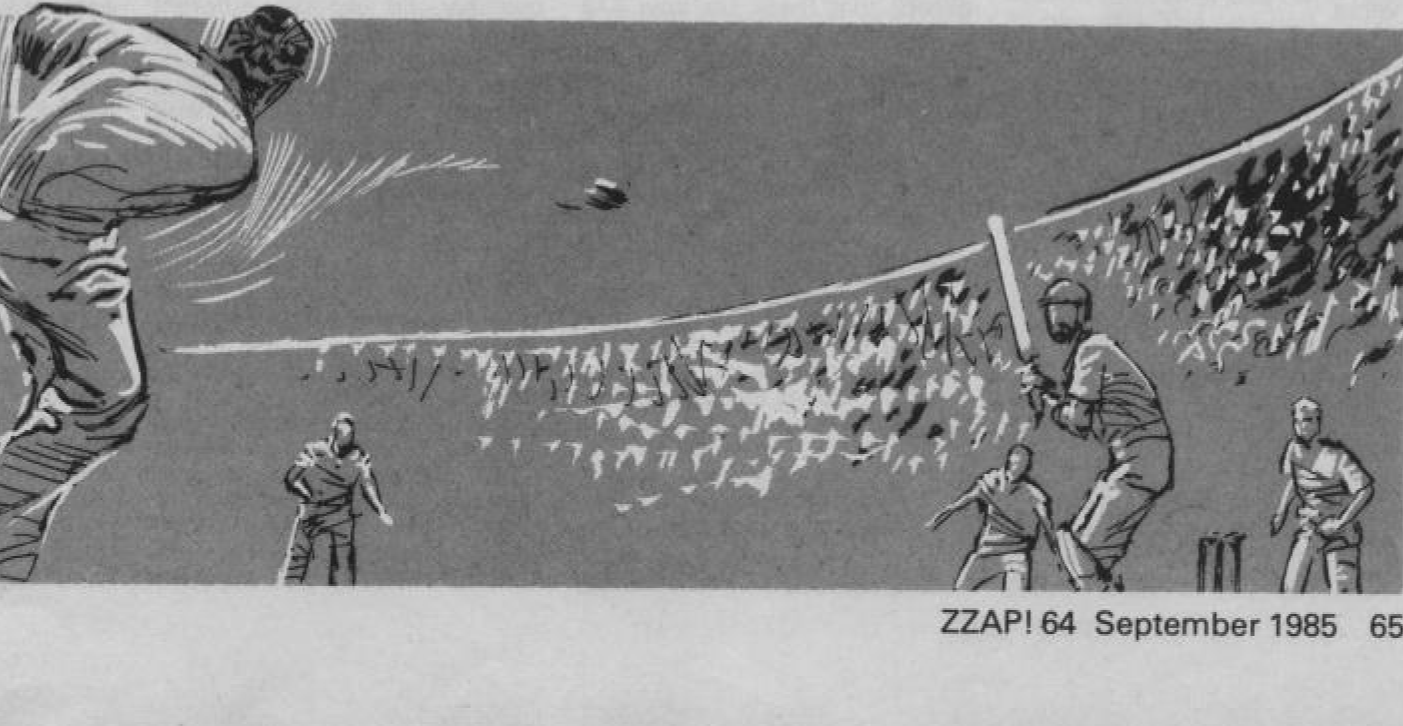
2) Excluding bonus points, how many points does a team get for a Championship Win? **a)** 20; **b)** 22; **c)** 24; **d)** 26?

3) Name the county sides which play at the following grounds: **i)** The Oval; **ii)** Old Trafford; **iii)** Trent Bridge; **iv)** Headingly; **v)** Lords

4) What is the Cricketing 'Bible' called?

5) What are The Ashes?

Send your entry, on a postcard of the backe of a whaled (makes a change from sealed) envelope, to GG's CRICKET, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB to arrive by 12th September, and you too could enjoy painless cricket from the comfort of your armchair as a result of yet another sporting competition brought to you by the ZZAP! Non-Sweaty Dept. Taraa!



THE BIRTH OF A PARADROID

Part Three

Sneakily altered ST's gory sunset colour scheme to a blue decor, much nicer. No taste that bloke!

We continue with our everyday story of programming folk as ANDREW BRAYBROOK, the man who wrote GRIBBLY'S DAY OUT, struggles over the creation of his next game for Hewson Consultants called PARADROID. Here we are given a priviliged insight into what it must be like to cull from the keys of a Commodore 64 the thrills and spills that will make a hit game. This month Andrew suffers from errant disk drives and missing robots, but at least Kenny Everett is looking better . . .

What do I want the bullets to look like? They must look OK travelling in any direction. Do I want them animated, and to change colour? The answer to these questions is, possibly.

Thursday June 13
Decide today that the doors on the ship didn't look good enough. Played about on the graphics editor with intent to draw the doors in the same style as the walls. Had to alter the door routines to handle the doors differently, and needless to say, on the first attempt got it wrong. Vertical doors worked as intended, but I forgot that horizontal doors were done differently. Also changed the alert status block to be in the same style.

Friday June 14
Redesigned the graphics for the side elevation to get rid of the herring-bone effect. Used the same style for the rest of the deck plans. It's nice to have a style for the whole thing, otherwise it starts to look like a hotchpotch of all sorts of meaningless patterns, rather like many platform games these days! The side view plan also required alterations to fit the new graphics, and looks very tasteful indeed. Sneakily altered ST's gory sunset colour scheme to a blue decor, much nicer. No taste that bloke!

Designed two new robots to look on the robot enquiry screen, a dumpy little litter-cleaning beastie, and a huge sentinel droid. Get past that if you can. The system is holding up well with the input of more words and pictures and has not faltered yet.

I also wanted a nice dark and dingy grey colour scheme for some decks. Used dark and middle greys all over the place, and black. Didn't look dark enough until I brightened the border to yellow, which gives a better contrast. The lighter the border, the darker the on-screen colours appear to be, and vice-versa.

Monday June 17
Keyed in some new characters that I had designed at home yesterday for the new consoles, again in the same style as everything else. Also keyed in the data for the title screen, with PARADROID written in giant-sized letters. Since this data is only required one in a blue moon, I've found a nice little cubby-hole in the C64 for it, along with some seldom required text. Thus my plan to use 68K of the C64's memory is realised! I'm using the 64K RAM and 4K of I/O devices. Had to do some fancy RAM bank switching during the game, but it leaves more room for important things.

Also mended one or two little errors that I had noticed and after some minor modifications, the title screen appears. Looks good.

Lo and behold, half past four, and Commodore strikes again. Entire user-defined character set disappears from disk. Directory says it's still there, 9 blocks long, except that there are now 673 blocks on the disk, 9 more than physically possible. Great, thanks a lot guys! I really wanted to key in the console data again. This sort of thing really annoys me. Can't anybody write a decent, reliable operating system?

Tuesday June 18
Changed most of the small-scale deck plan graphics as they were looking rather ugly, still reflecting the old look of the ship. Simplification is the order of the day. It's no good being over-complicated if you need a magnifying glass to see what's happening. Now the small plans look sleek and modern, much better.

Sat down and scribbled some more routines to run the robots. The same routine can also handle explosions and bullets, except . . . What do I want the bullets to look like? They must look OK travelling in any direction. Do I want them animated, and to change colour? The answer to these questions is, possibly. I'd like the different robots to use different weapons. From simple shells to electric clouds and energy blasts. Thus some robots will be very difficult to tangle with, spitting doom and disaster all over the place.

Tried to draw some bullets on the sprite editor. Some days you can sit for hours and not come up with a decent graphic. This is one of those afternoons. Inspiration has failed. best to leave it for a while.

Wednesday June 19
Worked out some lively-looking routes for patrolling robots to zoom about on, and marked them on my maps. Then took my robot round to all the patrol junctions and noted the co-ordinates. Finally keyed the points and valid directions from them into the assembler.

Lifted a few more useful routines out of *Gribbly's* that used to run the Meanies and after several adjustments they should be capable of running the robots, missiles and explosions. Think I'll start off with a simple demonstration that can just display some static robots. No point in being too ambitious at the moment. So many new routines and data need to be co-ordinated just to introduce one new element into the game. I'll wait until tomorrow before I try to assemble all of this. I'm sure it'll put up a fight!

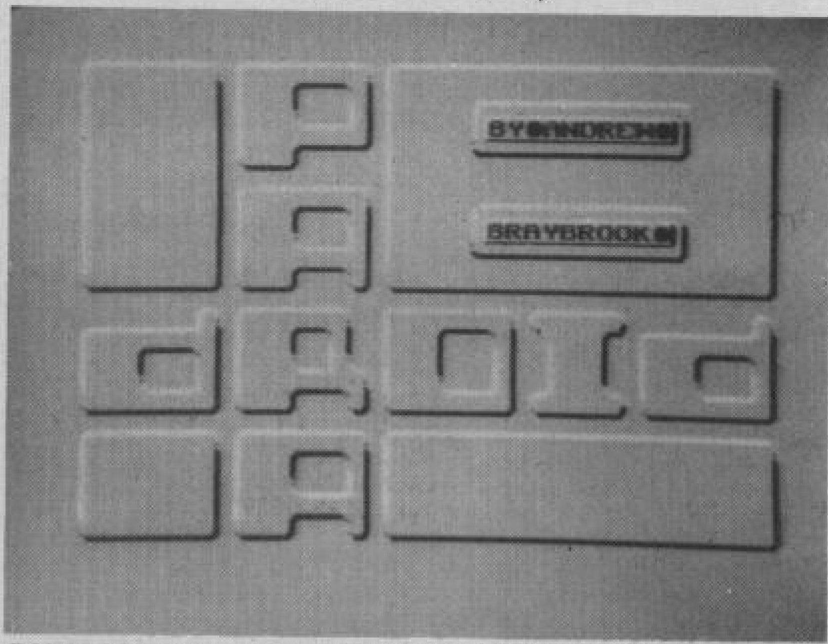
Thursday June 20
Put in the last few bits and assemble it all. Fired it up, and on attempting to display an enemy robot we get . . . a blank screen. Restore doesn't recover it, neither does the reset switch. Load it all in again, same thing happens. Try cutting out different suspect routines, each time it either gives me a blank screen or a mess. Spent most of the day staring at routines that were swiped from *Gribbly's* and must therefore work. Even ST super-sleuth can't find anything wrong with them. I can't isolate which lump is causing the crash. I can't even think what sort of error can cause this type of crash.

At about 4.30pm I was dreading going home, as I get nightmares when I can't find mistakes in my programs. I mentally scan all the possibilities and usually find it in the end, at the cost of a night's sleep. On skipping through an ancient routine that I keyed in weeks ago knowing I'd need it later, I discovered on close inspection a single one byte instruction that caused all the damage. It's one of the most devastating single instructions known to mankind, the PLA. One of them too many and it's good-night forever! Feel very, very relieved at finding error made when copying it across by hand.

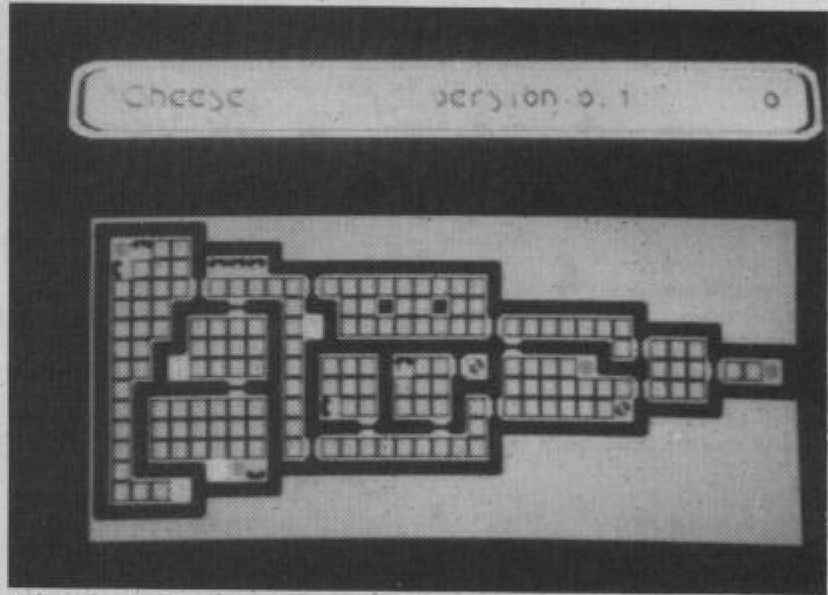
Friday June 21
Amended the sprite display routine and got to grips with the collision detect and handle routines. These together analyse what object is touching another, and deal with it accordingly. Such things as robots exploding when shot are handled by this. Got that wrong as well! First time, instead of the gunsight causing explosions, I had to ram the other robots with mine to blow them up. That was quite good fun. I think I'll incorporate it into the game. After all, the big battle robots would be able to just barge past the litter-clearing robots.

Managed to get another PLA instruction into the proceedings which had a similar effect to yesterday's one. Not quite sure why it thinks it's necessary to blank the screen when it crashes. perhaps it's just embarrassment. It doesn't help to diagnose things when you can't see

Not quite sure why it thinks it's necessary to blank the screen when it crashes. perhaps it's just embarrassment. It doesn't help to diagnose things when you can't see anything.



PARADROID's opening screen, with the metalic 'relief' effect on the lettering.



Plan view of one of the decks.

anything.

Monday June 24
Tidied up the sprites for the robots currently in the game. Only five so far. Kenny Everett now looks a bit more like a robot.

The task within the game is becoming more concrete now, and with the fixing of the sprite collision routine, a certain amount of game tuning can begin. This is the part that many programmers don't bother with at all, witness the reversing witch in *Cauldron*. Rather like building a Rolls-Royce, then not tuning the engine at all. The object of the exercise is supposed to be to make the game as playable as possible. Is it easy for many people of differing abilities to play? Pottered about for some time, experimenting with speed and acceleration of the gunsight. Might have to make it slower.

CEGB caused machine crash at lunchtime. Thunderstorm caused another crash later in the afternoon.

Tuesday June 25
Put in the robot patrolling routine. Fired it up with great air of anticipation. I've been thinking about this for weeks. Could it possibly work first time? Just caught a glimpse of a couple of robots as they hurled themselves off the screen at breakneck speed. Change decks. 'Hi guys,' Vvoom, gone. The ones on deck one however are just sitting there, contemplating, but never moving. I can make the robots reverse direction if I can get in their way before they migrate. Occasionally one leaps across the screen, but rather fast. They take little or no notice of my patrol points and as for the walls and doors, they are totally ignored.

Wednesday June 26
Discovered the bugs in the patrolling routine. Upon correction I observed several robots wobbling along the predefined courses, shudder as they make up their minds at the corners, then toddle off in another direction. Followed a couple of them all over the deck and observed a number of unforseen problems.

1. Upon meeting, two robots instead of bouncing off each other, lock together in mortal combat.

2. Robots slowly drift off their courses until they are in great danger of missing the junctions altogether.

3. The robots are so fast that it is nigh on impossible to shoot them.

Of these, the first two are fairly easily cured by more careful programming. The third problem is one of design. If the game system doesn't give you a more than adequate ability to complete the task in hand, then either the game must be made easier, or the weapon more powerful.

Thursday June 27
Robots are now moving along their preset courses. They pause at junctions as if they are looking around, then move off. They also wait for the doors to open before going through them, which is jolly decent of them. The whole game is looking more complete. I've slowed some of the robots down to keep them on the patrol routes, and hopefully make them easier to thump.

Friday June 28
First day working at home as ST has gone on holiday for the fortnight. Tried to assemble game after making some changes. My disk drive seems to be causing problems. After 20 minutes of assembling with no errors, it didn't produce an output file. Feels rather like landing on Mars and finding someone's been there already. All that effort for nothing.

Assumed that the disk was worn out. Copied everything I could to another disk and reassembled. Finally produce an output file. Load the code in, with anticipation. *%!$&*! Now the data files such as the character sets and deck plans won't load. Two duff disks? I don't think so. Tried loading some other disks. Seems to be labouring somewhat. Seems to be a 50/50 chance of loading something even slower than normal, or not at all. Panic. Why didn't I bring ST's disk drive home?

Sunday June 30 — Supplemental
Race over to Robert's house with disk drive. Confirm that my drive can't load files properly. Try assembling new code on Robert's drive. No output file produced. The plot thickens. Robert has some useful utility programs to try. Disk doctor program reveals that one disk has a bad track and is thus faulty. A head alignment program confirms that my disk drive has a bad head alignment. I expect it of Commodore tape decks, but not the disk drives.

Monday July 1
Get good old reliable disk drive from ST's house and painstakingly copy all source files to a new disk for the umpteenth time. Finally assemble all the game to see the effect of the changes made last Friday morning. I think things have returned to normal at last.

Designed some more graphics for the shuttle ship and two landing vehicles for the cargo decks. have now mapped out on paper most of the other decks. Now I have to sit down and convert them into computer data, which is just a case of hard graft.

Tuesday July 2
Converted the remaining twelve decks into hex and keyed them in. Took about five hours for each process. Boredom set in towards the end. Lucky Wimbledon was on TV. Fiddled the game to start me off on each deck in turn. Only two came out as planned. The rest had some errors in turn. Only two came out as planned. The rest had some errors in them, causing some very weird deck layouts indeed. Nothing that can't be cured. The shuttle ship and landing vehicles look as different as intended, very pleasing. In carrying out all the new changes only one disk file managed to get mangled by the operating system. I wouldn't mind, but it wasn't even one that I had changed recently.

Wednesday July 3
Corrected the new deck data then wandered around, noting the lift locations to tie in with the lift routines. Forgot one of the limitations of the system that says lift shafts mustn't be placed

ZZAP! DIARY

Unfortunately since the other robots damage each other, the little robots get duffed up by the bigger ones before I can get to them!

at the very top of the deck. Had to alter two decks of data to cure that one. Noticed also that one particular shaft is marked on the side view as accessing five decks, whereas it should access three.

I seem to have become nocturnal working at home. With no fixed hours I now work from 11am to 5pm then 9pm to around 2am. Having just realised that there's only four weeks to go to my expected finish date, things are starting to go into overdrive.

Thursday July 4
Worked out the robot patrol points for the new decks and sat in the garden converting them into hex. Another four pages of gobble-de-gook roll off the production line and are then keyed in. Found one or two stray robots upon touring around, and found the errors that caused them to end up leaning drunkenly against a wall.

Still can't think of a way of prettying-up the console menu screen. It looks rather boring at the moment.

Friday July 5
Activated the 'hidden robot removal' routine for the first time. After correcting the usual 'Did it really want that value preserved in register?' error, it's working fine. Rather disconcerting to watch as anything going out of view disappears, all at once as opposed to sliding out of view. One thing I forgot was that robots in adjacent rooms which you can't see, open doors which you can't see opening. This again is rather disconcerting. It should be OK like that though, as it gives you more advanced warning of approaching meanies. Have to see how the test-pilots react.

Received a postcard from ST on holiday. He'd apparently had as much fun as me last Friday. A true tale of disaster.

Monday July 8
Designed and implemented another seven robots. I'm exaggerating their designs to suit their purposes to make them more obvious and different. Some of the robots, when seen 'bolted together' for the first time look rather different from my expectations. Their colour schemes affect this considerably. Some look better, some not. Two of the new robots require alterations due to them looking dreadful. Others spark off ideas for new robots. Anyway, twelve down, twelve to go. Also designed a small block to decorate the store rooms, and prepared a lot of changes to the code.

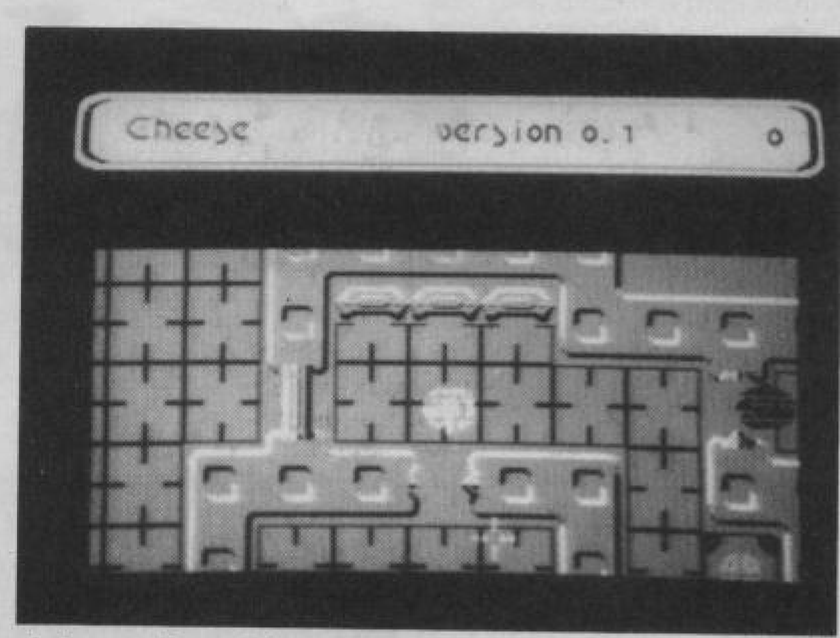
Tuesday July 9
Gave most of this month's diary to the word processor to eat. It seemed to enjoy it. Spent the rest of the day (and night) arranging the pre-game screens into small enough sections to fit into the space on the screen . Towards the end of the fourth page I totted up how much memory this would all take. I'd allowed about 2K or 2048 letters!. That really doesn't go very far. Realise very soon that I need more like 4K. Fortunately the space saved by the smaller patrol-routes table can be used for the title screen, which leaves me with 4K under the I/O devices, (SID, VIC and the CIA twins), for the new text.

Arranged the text neatly like a word processor would, which involved a lot of vigorous rubbing out and rewriting. In my current character set the small 'm' and 'w' letters are twice as wide as the others, which makes things more awkward. I suppose that was my own choice. Can't blame anyone else for that.

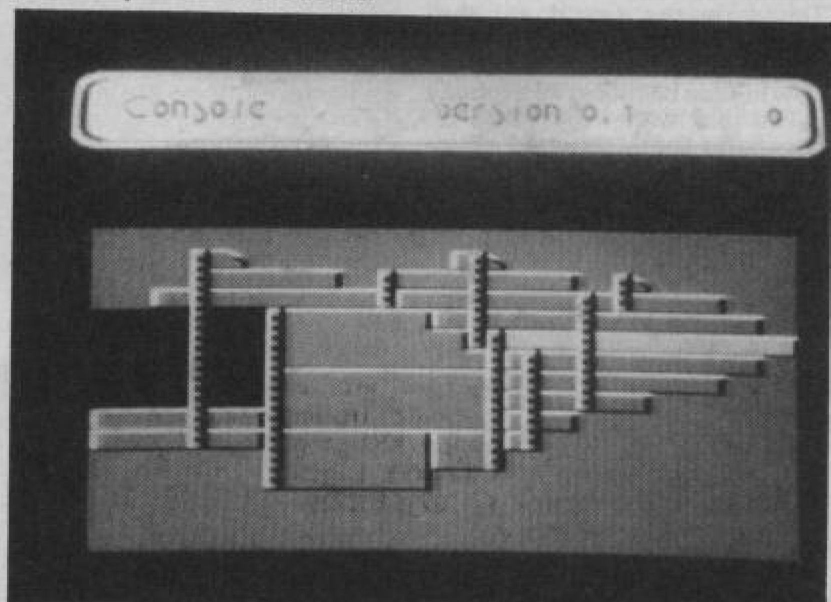
Wednesday July 10
Keyed the new text into my Basic ASCII to AB codes converter, and after 3K of instructions had been entered, I had to dunk my typing finger in some cold water.

Got down to the meaty business of putting the new changes into the game. Had to amend nearly every file to source code, about twelve of them.

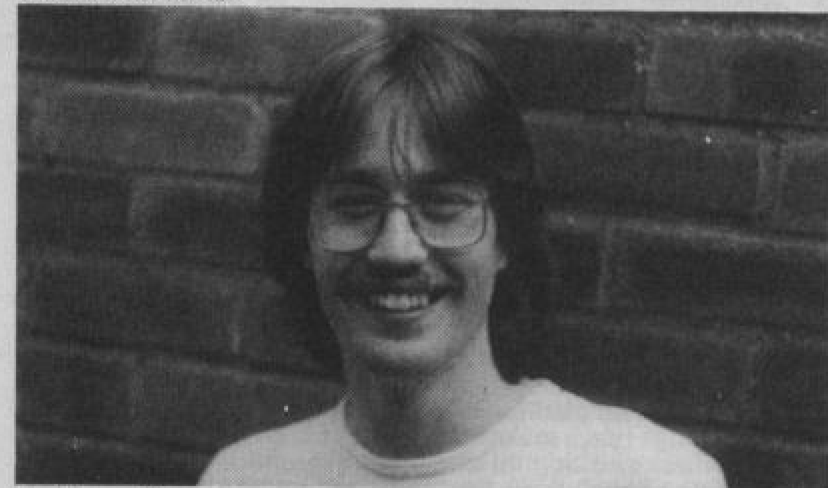
Thursday July 11
Tested the new amendments and made some further changes. Now it's time to incorporate the Transfer Game into the system to see how the game plays. Space is getting rather tight so I have to split the transfer game code into the two sections, one to be put into the main game, the other to set up the other end of the machine where there's some free space. This operation is going to be a long one, and because of its complexity, must be done in one session. Began this marathon session at about 7.00pm, having been working for most of the day already, but I was in the mood to get this done.



A close up of one of the decks.



A schematic side view of the space ship showing each deck and the lift shafts.



No it's not Kenny Everett, nor is it Steve Turner's holiday postcard — this smiling, relaxed face is that of none other than Andrew Braybrook having just recovered a piece of missing code.

Time: 2.00am. After much chopping and changing, I've now got a workable program. The power flowing along the lines is now animated for the first time and works as hoped. I can now play the game roughly as it will be. Since it's deliberately difficult for a lowly servant droid to transfer to a great big hairy battle droid, the initial transfer is difficult. This is because you start off as the lowest of the low. First problem, where are all the lowly robots? Every robot so far has been a nasty security droid. Unfortunately since the other robots damage each other, the little robots get duffed up by the bigger ones before I can get to them!

Finally finish hacking at 7.30am. Watch a bit of Breakfast TV whilst waiting for the program to assemble. It's much more comfortable programming in the cool of the night.



"These days, my favourite things are in bits..."

WITCH'S CAULDRON

Hilarious Graphic adventure in which you must regain your human form.
"General rating: An excellent and original adventure. Overall value: 10/10" - *Crash*

48K SPECTRUM & COMMODORE 64
£9.95

EVERYONE'S A WALLY

1st ever multi role arcade adventure. Help Wally and his gang to stop the town falling apart.
"The graphics are excellent - GRAPHICS 10 - PLAYABILITY 10" - *Computer & Video Games.*

48K SPECTRUM, COMMODORE 64 & AMSTRAD CPC 464
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HERBERT'S DUMMY RUN

Baby Herbert has lost his mum and dad in the department store. Can you find them for him? There's a pile of jelly babies in it if you can.
"General rating: more of the same excellent stuff". Overall rating: 90% - *Crash.*

48K SPECTRUM & COMMODORE 64
£9.95

Future Releases include: GLADIATOR, SHADOW OF THE UNICORN and BATTLE OF THE PLANETS. *Watch Press for details.*

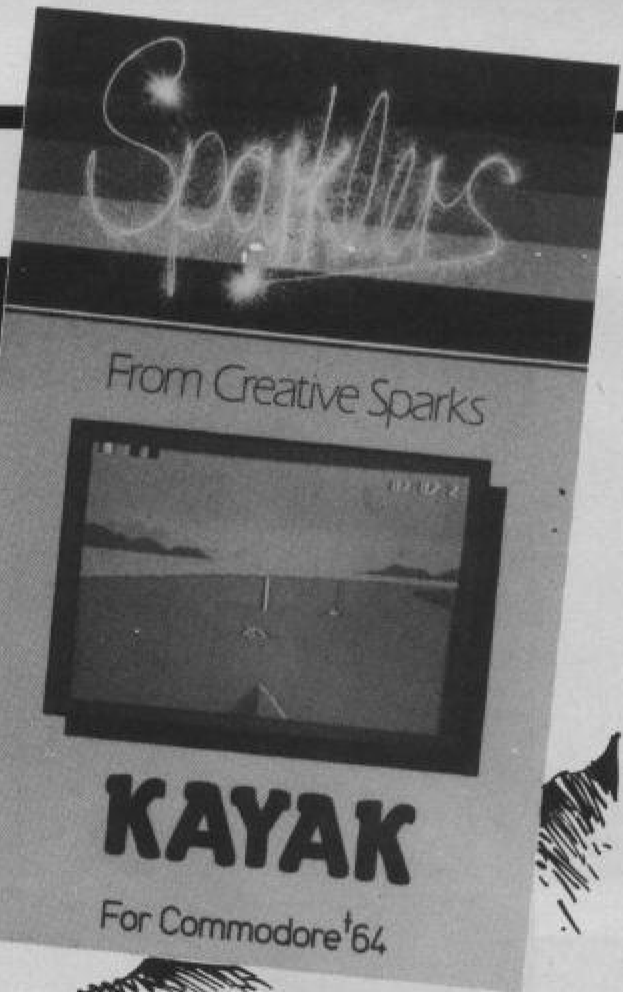
MIKRO-GEN

44 The Broadway
Bracknell, Berks.
0344 427317

ZZAP! TEST

KAYAK

Creative Sparks (Sparklers), £2.50 cass, joystick only.



There have been many variations on the 3D racing theme since the release of *Pole Position* in the arcades a couple of years ago and Creative Sparks have obviously decided it's about time they had something to offer in the form of *Kayak*.

As the title suggests, this is a water based 3D racing game that puts you in the driving seat of a kayak (a form of canoe). Instead of battling your way around the harsh surface of a race track avoiding cars etc, *Kayak* has you bobbing down the length of a not-so-serene river, weaving in and out of markers. No waggling or actual paddling needed here, though, as your kayak seems to be equipped with some form of outboard motor — pushing forward on the joystick gives you an increase in forward speed and pulling back slows you down. Turning the canoe is also made simple as you only need to push left and right to move in the respective directions.

The first course (sounds rather like a menu than a game) presents you with some tricky-to-negotiate 'gates' which must be passed through correctly so as not to incur any time penalties. So long as you keep the white flag to your left as you pass through a gate then it will have been cleared successfully and a little black square appears at the top of the screen to let you know you have done so. If you clip a flag while passing through a gate then a white square appears. Missing a gate adds a time penalty to your final time and no little square appears (shame).

Small currents (not of the little black variety!) appear along the course and throw you off direction should you run into one. These currents usually appear right in front of a gate to make life awkward and generally foul things up for you. The time you are taking to complete the course is shown in the top right of the screen and at the end your final time and any penalties incurred along the way are given. You then move on to a tougher course — the fish course perhaps?

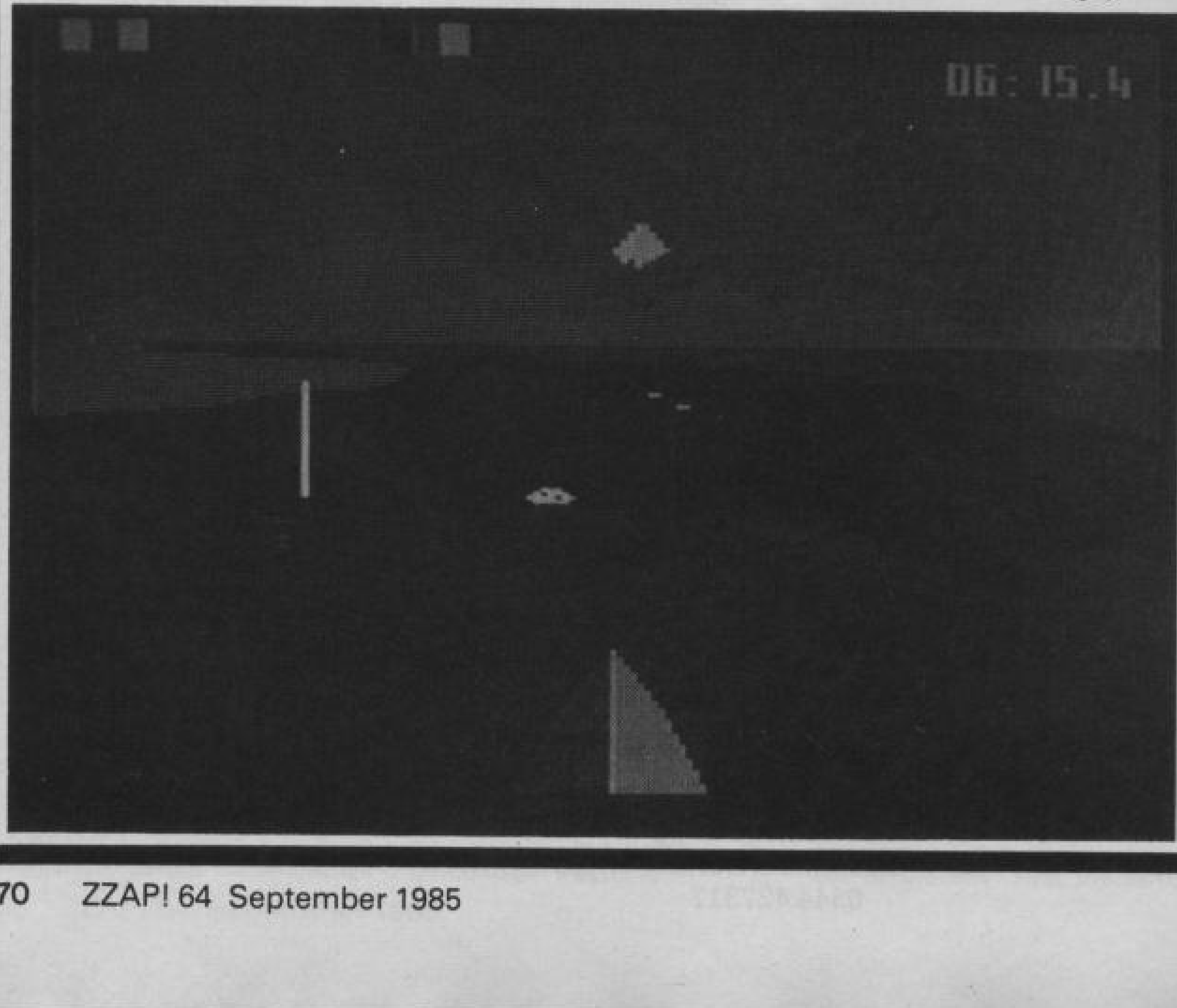




Other than New Generation's excellent Shoot the Rapids *and the superb kayaking event in the stunning* Summer Games II *this is really the only canoeing game on the 64. The* Pole Position *style 3D view is a good one and gives a new approach and feel to this sort of game. Sound is a bit weak with a meagre tune and minimal effects. Steering the canoe is slightly sluggish and isn't exactly realistic but it's still fun to play. A good variation on the* Pole Position *theme that won't break the bank.*



This is a novel, if somewhat slow Pole Position, which takes place on the water rather than the track. Graphically it's excellent, if rather slow and the game allows you to actually turn right round and head up the river. There's plenty of challenge for any budding white water champion and the courses are all pretty difficult and challenging — some of the rapids make precise control of the kayak highly difficult. I quite enjoyed playing this and it certainly makes a change from the usual speedy race games. Although we've given pretty low overall ratings I can see this being really popular game with the canoeing fanatics.



Presentation 66%
Standard instructions and a few options.

Graphics 77%
Good 3D effect and background detail.

Sound 45%
Splishy splashy noises and a bit o' music.

Hookability 70%
Splishy splashy fun in trying to beat the courses.

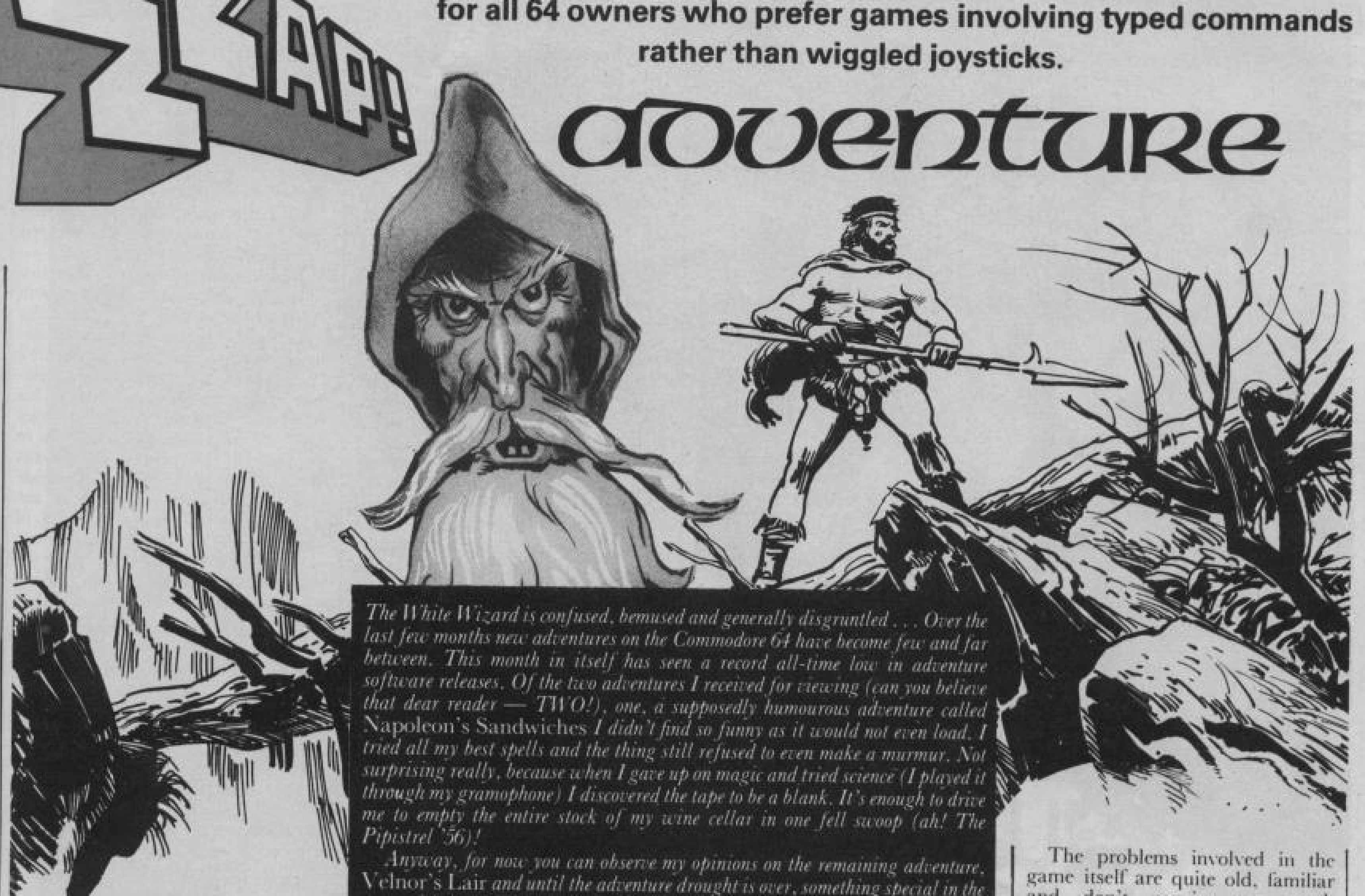
Lastability 64%
Little variation in the 24 courses but some playability.

Value For Money 76%
Sensibly priced.

Overall 61%
A simplified, but fun, *Pole Position* variant.

A complete monthly guide by the infamous White Wizard for all 64 owners who prefer games involving typed commands rather than wiggled joysticks.

ZZAP! adventure



The White Wizard is confused, bemused and generally disgruntled . . . Over the last few months new adventures on the Commodore 64 have become few and far between. This month in itself has seen a record all-time low in adventure software releases. Of the two adventures I received for viewing (can you believe that dear reader — TWO!), one, a supposedly humourous adventure called Napoleon's Sandwiches *I didn't find so funny as it would not even load. I tried all my best spells and the thing still refused to even make a murmur. Not surprising really, because when I gave up on magic and tried science (I played it through my gramophone) I discovered the tape to be a blank. It's enough to drive me to empty the entire stock of my wine cellar in one fell swoop (ah! The Pipistrel '56)!*

Anyway, for now you can observe my opinions on the remaining adventure, Velnor's Lair *and until the adventure drought is over, something special in the way of help. Can it really be that software houses think of 64 owners as unintelligent alien blasters only?*

The other problem I am experiencing is a total lack of reader's scripture being sent in. Three I've received, THREE! What is happening? Are avid adventurers becoming a rapidly dying breed (are the software houses correct?) or is nobody getting stuck with anything, anywhere, anymore? Next month things will hopefully improve dramatically. In fact I know they will as hope to relay my experiences with Level 9's Red Moon *which arrived a touch too late to include this issue. Hmmph!*

VELNORS LAIR

Atlantis Gold, £2.99 cass

First, my experiences with the only new(ish) release I could lay my wizened hands on . . .

Velnor's Lair is actually in its second reincarnation, having been written aeons ago for the Spectrum by the well known adventurer Derek Brewster (a mere mortal who undertakes to instruct Spectrum owners in the joys of adventuring in CRASH magazine). By all accounts, it should have seen the light of the 64 some time ago, but some problems in releasing it seem to have occurred along the line. As a result, the programming techniques of this text-only game are slightly dated.

While my old and trusty C2N whirred on into the night (it takes an age in an age to load) I browsed through the instructions. Hmmm, sounds like my evil doppleganger, the Black Wizard, is afoot and certainly about to cause a stir.

The slimy creature's gone into hiding in the Goblin Labyrinth of Mount Elk and has stumbled upon the Tomb of Grako. This is written in many of my ancient books as letting its discoverer become a true demon upon earth wielding huge powers.

With this problem afoot there's not any time even to raise an army to reach him before he realises the powers under his foul nose so it's up to a single, brave adventurer to penetrate his domain and destroy him.

After seeing this challenge how could I refuse? Even the prospect of encountering the evil creatures in his employment and the traps I know he can conjure, my heart was strong as I entered what seemed to be a promising adventure.

Upon starting you are asked whether you would like to take the role of a Wizard, Warrior or Priest. Each character has different powers allowing him a greater advantage in certain situations than the others. The Warrior can take a lot more punishment and fight with much more success (hrmmmph!), the Priest has three sorts of special divine powers (bah!) and the Wizard, by far the best, has three sorts of powerful spells under his control (aha)! The Wizard's and Priest's powers can only be used sparingly, every time a power is used a certain amount is knocked off a spell powers total and when this reaches zero you're in trouble.

The adventure itself is of a typically classic Labyrinth/Dungeons and Dragons style, all the action taking place within caves and caverns. Most of the locations are east/west or north/south passages with caverns coming off each one in the form of antechambers or cross passages, thus making cartography that much more simple.

The Black Wizard is reknowned for his devious underhandedness but I'd never thought he'd sink so low as to use limited vocabulary to try to thwart my attempts. The actual words that the adventure uses are mostly standard and this one understands all the basic commands — it just takes a little time to find the words it actually uses. For example it doesn't understand **LOOK** but it does **EXAMINE**. **MOVE** and **LIFT** don't seem to exist but some more obscure ones do, like **BURN** for example. The one thing that did get right up my cloak was the fact that I picked up a tinderbox at the very beginning of the adventure. Any references to it from thereon were given the reply **PARDON?** This does tend to annoy slightly, but these language quibbles aside the vocabulary isn't too bad once you can think at its level.

The problems involved in the game itself are quite old, familiar and don't require too much thought, being rather obvious once you've seen the problem and its answer, although perhaps an Elf or Hobbit might find much satisfaction and enjoyment in solving them.

For the small price I suppose it could be called reasonable value for money, although the set of Quilled offerings at the same price make it this doubtful. One that I could recommend for the budding Wizard rather than a seasoned and very wise one, such as myself.

Atmosphere	*60%*
Interaction	*31%*
Lasting Interest	*61%*
Value For Money	*57%*
Overall	**52%**









As the regular readers of this column well know, the White Wizard has high regard for what some people consider to be **the** text adventure — *Colossal Caves/Cavern/etc*. So, for this month only, I shall give you the complete guide (but not the complete solution, as the White Wizard is not so foolish) to this classic adventure . . .

There are many versions of this masterpiece to be found over many machines. On the Commodore alone there are three widely available implementations that the White Wizard knows of: Level 9's *Colossal Adventure*, which is perhaps the best version to date, Melbourne House's *Classic Adventure*, the close contender for second place and finally there is Duckworth's *Colossal Cave Adventure*. All three versions follow the original Mainframe adventure quite closely, but Level 9's has an additional ending to make things that much more interesting . . .

YOU ARE OUTSIDE A SMALL BRICK BUILDING . . .

Your quest to recover the 16 treasures from deep within the caves and surrounding area, begins outside a small brick building in the deep gully that is so familiar to most. Far beneath the gully there exists a series of colossal caves in which some intrepid explorers have found fame and fortune, whilst others only . . .

The building houses the essential ingredient to be found in all good adventures — a lamp! Food, water and the ever faithful bunch of keys are also present within the walls of the house, which serves not only as a haven for all treasures recovered but as a transportal to the caves themselves! Unlike other implementations, in the Level 9 one the food is to be found by a picnic spot in the woods complete with a humourous sign that should be obeyed at all times!

Further into the gully, out past the woodland and hills, is a polished marble spire of little use other than to interest and confuse. An active volcano spouts just behind the house and a locked grating (aren't you glad you picked up those keys?) set into the ground in the depths of gully is the entrance to the caves! Now you have located the actual caves it's time to wander around (with the aid of your lamp) collecting treasures. Things are not so simple my friends for as those of you who have previously dared to brave this journey will well know. There are many problems and obstacles to overcome before you can begin to claim your wealth. Not only do you have this multitude of traumas to face but you must contend with knife attacks from a nasty little dwarf with a greasy hatchet and even a treasure thieving Pirate!

A dark, low hands and knees crawl leads to the discovery of some interesting etchings on the wall, a rusty rod (wand) and an old wicker bird cage. Further into the cave you will find an elusive bird that you cannot catch. It's scared of something you might be carrying so get rid of it!

Two sets of stone steps lead down into the Hall of the Mountain King that is inhabited by an extremely large snake, blocking further progress. This is a good time to show your love for our poor old feathered friend who objects to being cooped up near such loathsome reptiles (in some versions eg *Classic Adventure* it is wise to show your musical trait before your humanitarian one). This should make getting that bulky nugget above ground a bit easier for you!

Once you have disposed of the snake, yet more locations and treasures will unfold. The silver bars are easily gained as is a giant clam, clamped tightly shut and housing a large valuable pearl within. Getting the pearl a **tri**cky problem? I think not once you find a few more crusty treasures to help. Past the mysterious rock marked **Y2** there is a figure waving from over the other side of a 50 foot chasm. Who is this figure and why is he there? Reflect upon the problem, it's as clear as glass.

Through a small hole in a dusty room and down, down into ever increasing danger. What lies above the Twopit room? Green fingers help along with a drop of suitable liquid to make the stem rise to the occasion and show you what's up! At one point you will come across a greedy Troll who won't let you come across his bridge unless you give him something valuable. There's only one treasure that you can give him and retrieve at a later point in time (FEE FIE FO FUM)! However, once you have crossed the bridge and explored the other side, you will still have to come back the other way, encountering the Troll for a second time. Suffice it to say that the key to passing the Troll on this occasion lies in the fact that you must have picked up something whilst you were on the other side, something that will be accepted without diminishing your treasures.

When returning the Ming vase to the house remember how valuable and fragile these sort of things are — it might be in your interest to put something soft down to cushion the vase's fall.

BRIDGE THAT GAP

If you ignore the snake and move deeper along the misty corridors instead of down the steps, you will come across a seemingly uncrossable and bottomless chasm. So how **do** you get to the other side? Try the age old trick of waving your rod in the air . . . for surprising results! On the other side of the chasm there lies a valuable diamond for the taking and nearby lurks something feared by a majority of all adventurers . . . a maze! Fear not! For at worst you can only get lost in the never ending number of devious twists and turns, have your lamp run out and expire in the soft cloak of darkness.

DWARF ATTACK

The knife throwing dwarf mentioned earlier is easily disposed of (temporarily at least) by returning his axe in the self same manner he gave it to you! Should you delay too long in killing the dwarf he will eventually kill **you** with a well aimed knife throw.

AMAZIN' PIRATE PROBLEMS

The Pirate has the rather disturbing habit of swiping all of the treasures you've just spent hours and hours collecting and hiding them in his treasure chest deep within a MAZE OF TWISTY LITTLE PASSAGES ALL ALIKE (Ha! Har)! Because you can't finish the adventure without accumulating **all** of the treasures it is necessary to firstly find the maze and secondly locate the treasure chest within! If you should successfully locate the chest then you will no longer get bothered by either Pirate or dwarf!

Unfortunately there are two mazes lurking in the caves and both must be entered and solved in order to complete the game. As previously mentioned one contains the Pirate's chest, the other in fact hides a vending machine deep inside. This machine dispenses fresh batteries for your ever fading light source in exchange for the rare coins (found at the bottom of the dark well inside the small brick building at the start). The 'solutions' to both of these mazes are very simple once you know them but essentially the maze should be mapped (and believe me, the White Wizard has been caught in some mazes in his time, and that's a long time to have been caught in one)!

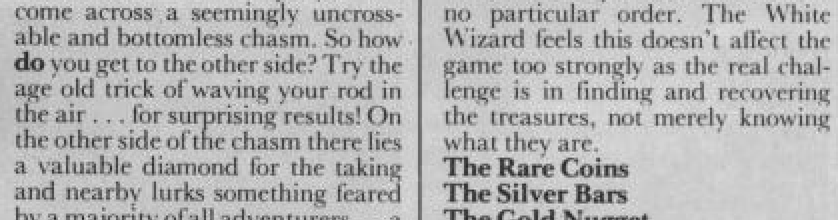
PLUGH!

Returning treasures to the starting point would be along and laborious task if it weren't for a few magic words, **PLUGH** and **XYZZY**, two of the most well read words throughout the whole of the Complete Necromancer's Dictionary and indeed many other people's. There is in fact a third helpful word but the White Wizard doesn't feel he should entrust you with its power. The mere mention of these words helps transport you to and fro about the caves and cuts down on unecessary travelling around.

TREASURES

Here is a complete list of all the treasures that you need to return, in no particular order. The White Wizard feels this doesn't affect the game too strongly as the real challenge is in finding and recovering the treasures, not merely knowing what they are.

The Rare Coins
The Silver Bars
The Gold Nugget
The Diamond
The Glistening Pearl
The Velvet Pillow and Ming Vase
The Golden Eggs
The Rare Spices
The Golden Chain
The Emerald
The Persian Rug
The Pirate's Treasure Chest
The Precious Jewelry
The Jewel Encrusted Trident
The Platinum Pyramid




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Here is a list of people to aid you in your quests should problems arise. These generous and kind contacts volunteer to help adventurers plagued by grues, goblins, dragons or foul beasties.

If you would like to contact these quest solvers for further information then don't forget to send along an SAE with your letter, their generosity is great but to ask them to give up their gold as well as their time is another matter.

If **you** feel confident enough to join the elite ranks and can spare the time then why not drop me a line with a list of all of the games you can offer help with, to:

CLEVER CONTACTS,
The White Wizard's dungeon,
PO Box 10,
Ludlow,
Shropshire SY8 1DB

Your help is greatly appreciated . . . There are many people out in the big, wide world slowly becoming more and more demented over the problems you may have solved with ease!

DON'T forget, if you ask for help an SAE is VITAL!

HELP OFFERED

A fantastic little Chelmsford based group sent me a letter in last month. Because of the turmoil caused in the Ludlow offices in moving the contents of my well furnished cavern from Yeovil, their address was not published. Apologies my friends and I wish you well as you continue your excellent work in aiding troubled strangers.

For those stuck on ANY text based adventure, the Adventureline adventurers will be able to help you. Send your SAE and problems to:

ADVENTURELINE,
c/o R Garrett,
52 Micawber Way,
Chelmsford,
Essex.
Tel 0245-442098.

Quest of Merravid, Heroes of Karn, Empire of Karn, Erik the Viking, Sherlock, Gremlins, Enchanter, Hitch Hikers Guide, Castle of Terror and many more . . .
Tony Treadwell, 41 Fernhill Rd, Begbroke, Oxford, OX5 1RR.
Tel (08675) 6670

Heroes of Karn, Empire of Karn, Zim Sala Bim, Ring of Power, Eureka! (Roman), Valhalla.
Colin Loosemore, 29 Rufus Gardens, Totton, Southampton, SO4 3TA.
Tel (0703) 871960 after 5.00 pm

Spiderman, Hulk, Voodoo Castle, Pirate Adventure, Mission Impossible, Adventureland, The Count, Quest for the Holy Grail, Hobbit, Classic Adventure, Ten Little Indians
S Williams, 32 Hornbeam Close, Horsham, Sussex, RH13 5NP.

Any Level 9 adventure, Heroes of Karn, Hobbit, Valkyrie 17, Witch's Cauldron, Urban Upstart, Golden Baton, Arrow of Death I and II, Wizard of Akryz, Circus, Waxworks, Ket Trilogy, Zorks I and II, Deadline.
Nik Walkland, 84 Kendal Road, Hillsborough, Sheffield, S6 4QH

Colossal Adventure, Dungeon Adventure, Lords of Time, Snowball, Hobbit.
Philip Chan, 7 Rushmead Close, Canterbury, Kent, CT2 7RP.
Tel (0227) 453911 between 6.00 and 9.00 pm only.

The Hulk, Spiderman, Gremlins, The Sorcerer of Claymorgue Castle, Nuclear War Games, Empire of Karn, Heroes of Karn, Twin Kingdom Valley, Crystals of Carus, Witch's Cauldron, Mystery of Munroe Manor, Aztec Tomb, The Search for King Solomon's Mines and all Channel 8 adventures.
Mr G Mitchell, 63 Brownlow St, Haxby Road, York 7O3 7LW.
Tel (0904) 27489 between 10.00 am and 1.00 pm or 4.30 pm and 8.00 pm

Adventureland, Tomb of Xeiops, Fools Gold, Escape from Pulsar 7, Ten Little Indians, Time Machine, Perseus and Andromeda, Feasability Experiment, The Golden Baton and Waxworks.
Mrs Sue Beddowes, 19 Mayfair Close, Birmingham B44 OJB.

The Hulk, Catacombs, Eureka, Forest of Doom, Pyramid of Doom, Heroes of Karn, Empire of Karn, Quest of Merravid, Aztec Tomb, Ring of Power, Twin Kingdom Valley, Castle of Terror and Merry Christmas (Ho! Ho! Ho!)
Simon Gaunt, 52 Ashburton Close, Adwick Le Street, Nr Doncaster DN6 7DE.
Tel (0302) 726917 after 6.00 pm week days and any time weekends

Pirate Adventure, Secret Mission, Voodoo Castle, The Count, Strange Odyssey, Mystery Fun House, Pyramid of Doom, Ghost Town, Savage Island (parts 1 and 2), Golden Voyage, Sorcerer of Claymorgue Castle, Hulk, Castle of Terror, Subsunk, Urban Upstart, Eric the Viking and Emerald Isle.
K Lees, 25 Whimlatter Place, Newton Aycliffe, Co Durham DL5 7DR.

I thank **Mike Gatting** (not the cricketer) of Teeside for his interesting epistle (one of the very few I have received of late, as I previously mentioned) of praise (thank you), criticisms (always appreciated) and tips.

Mike commented on the size of my rather small section in this magazine, complaining that it is far too thin. This is due to the fact that text adventures on the 64 are hard to come by these days and has nothing to do with the fact that the White Wizard is getting past it or drinks too much Pipistrel '56 to actually be able to play the games!

He also suggested that readers send in any unusual commands or actions that they have found during play and gave some examples that he has discovered whilst playing that excellent Infocom classic, *Zork*. Try entering the following commands for some humourous responses:

HELLO GRUE
ZORK
SCREAM
JUMP
EAT LAMP (or any other objects for that matter)
FEEL or **SMELL ME** (yourself)
KILL ME (yourself)
HELLO (repeat)

and finally try repeatedly entering some form of rather crude expletives (not that the White Wizard condones this sort of talk)!

There are so many things in *Zork I* (and in all other Infocom adventures for that matter) to find out that you can spend hours just typing in pointless and obscure words and having a lot of fun in the process. Quite true Mike, as the White Wizard has found out over a multitude of similar lengthy sessions.

Here are a selection of some of Mike's tips. Greatly appreciated little one.

RING OF POWER
Search the lower levels very carefully and don't forget any objects.

Can't pay the lift attendant to escape the lower level, through lack of cash? To coin a phrase 'That'll do nicely, sir!'

The boat unseaworthy? The answer to this problem is a real corker — Oops! I think that was a plug!

AZTEC TOMB I
Stuck at the cliff in your boat? Take a dip with suitable attire and do what (should) come naturally.

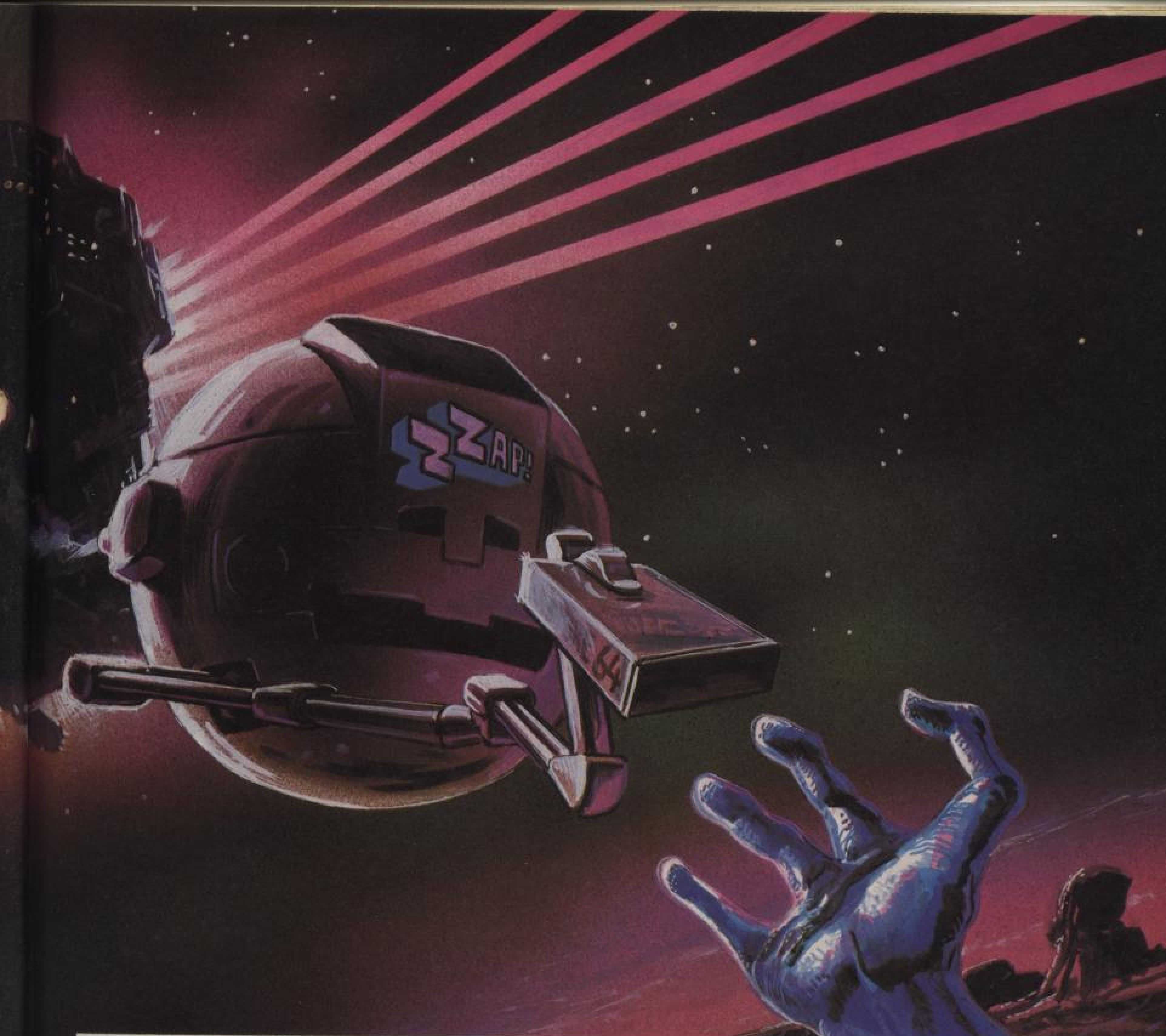
The key to your goal can be on a head — but not yours.

ZORK I
Can't get the Gold Coffin through the dark hole? Maybe you can altar this with a few holy words.

A **Mrs Sue Beddowes** also wrote to me to say how much she enjoyed looking over my column after faithfully reading another magazine's for some time. Such kind words do not go amiss in my heart and I thank you for your praise.

Unfortunately my chronicles must draw to a close for now, but I will join you again shortly. I must also point out that I cannot answer any correspondence personally as a wizened wizard such as myself needs his sleep sometime. Do not be disheartened as I still enjoy reading your mail and I would be grateful for more.


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OLIVER FREY

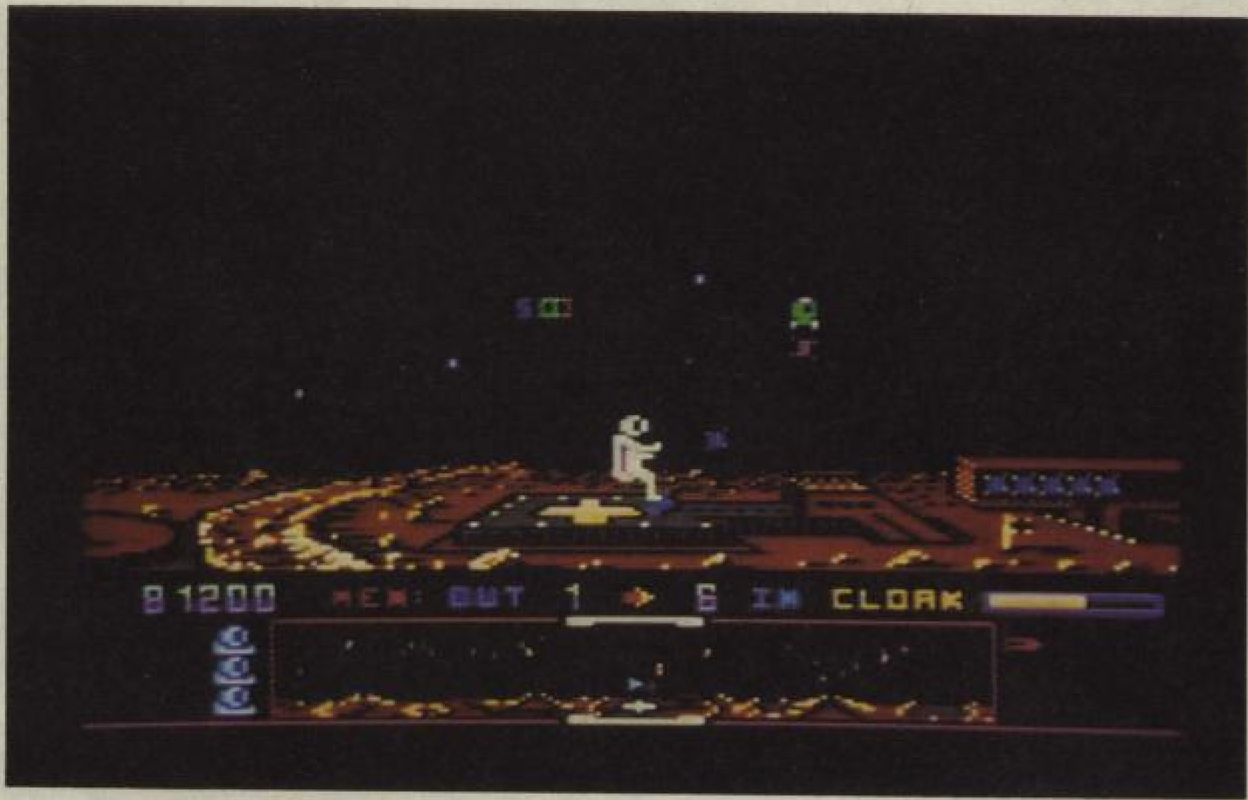
ZZAP! TIPS

The result of yet more of Gary Penn's sorting of your playing tips, cheats and POKES etc.

Something rather special to start the tips off this month in the form of some *Dropzone* tips. So what's so special? Well they're from the author himself . . . Archer Maclean! He's also included a few POKES to make things a bit more interesting, so if these aren't good enough for you. . . .

DROPZONE: An explanation and survival tactics

AFTER the devastating robot wars of 2084 the few remaining humans can only survive by building a Tachion propelled star cruiser to find a Nu-Earth. This ship needs Ionian crystals for power so a consignment of men have been sent to planet Io, the real life volcanically active and orange coloured moon of Jupiter. It is your mission to protect the men from being attacked by a bunch of disgruntled Jovian aliens who are annoyed by the presence of humans on their moon. You are equipped with a Pulse-Laser, a jet powered back pack, a Cloaking Device and planet shaking Strata Bombs.



Getting Started.
You'll never get more than a novice rank unless you have read the *Dropzone* mission briefing thoroughly and mastered the the coordination required to survive. This is greatly aided by using a decent joystick. The best sort are ones that give a nice tactile click when they've switched into position and have as little movement from side to side as possible. This is because some of the big waggly ones give no idea as to what position it's in unless you look at the screen, by which time you've been blown up.

Advice.
The most important piece of advice I can give is DON'T THRUST TOO MUCH unless your reactions are really fast and you've kept a beady eye on the scanner for approaching trouble. Consult the scanner regularly as it does help to know what's coming.

At the start of every fifth wave a fresh consignment of eight men arrive and are placed near the base making it easy to quickly save all of them for a good bonus. In the first couple of waves it is quite easy to save all eight men but on later waves you'll end up running into aliens more frequently if you continually rush off to try and save the men. So, it's often a good idea to shoot a few men so that you're only protecting two or three.

Generally speaking, it's best to clear each area as you enter it, except perhaps for spores which can be distracting and may well need a Strata Bomb. It is a good idea to try and conserve Strata Bombs as you will need them in later waves. Only release one where it will earn you a replacement.

Alien missiles fired at you will be accurate 85% of the time so unless you change your speed and direction quickly you'll get hit.

Blunder Storms are best destroyed on sight else you will only be rained on or struck by Proton Lightning later on. If you have to pass under one check that it's not rumbling different colours prior to striking and time your pass.

Spores are fairly harmless, slow moving blobs until triggered where they release four Trailers which can become a damn nuisance and very hard to hit. Strata Bombs don't always completely destroy Spores as they sometimes leave a few Trailers behind.

Trailers can be shot more easily at the top of the screen by turning quickly from side to side and firing like hell.

Trailer Invasion Waves are quite easy to finish once learnt but they have to be completed fairly quickly as the Nmeye appears after thirty or so seconds. As the wave starts, move along blasting all the Spores with a few shots then activate the Inviso Cloak and let all the trailers follow you on screen. Simply detonate one or two Strata Bombs to wipe everything out and clear up any stragglers left behind after the blast. If necessary shoot all remaining men as you'll get a new set next wave anyway.

The Man Attack Sequence goes as follows: When a Planter drifting over the planet surface detects a man below it, it stops to attack him. The man sees this and lets out a loud whistle for help which echoes around the atmosphere. An Android then emerges from the Planter and they both descend to the ground. At which point the Android is released and rolls off to kill the man. Meanwhile the Planter mutates into a suicidal Nemesite, hell bent on destroying you. When you hear the whistle the shortest route to the attack in progress is found by looking at the Attack Direction Indicator arrow above the scanner. Check the scanner to see if you can save the man in time without endangering yourself.

Shooting the attacking Planter first THEN destroying the Android as it falls under gravity to the surface will reward you with 500 bonus points. If it reaches the ground it will still chase the man it was initially going for. If a man is saved by picking him then the Android will wander back and forth until it detects another man to chase. If it does find someone then a second whistle for help will be heard.

There is in fact a limit to the number of Androids that can be active at once. On waves one, two and three this is set at a maximum of two so if you save or shoot the first two men attacked WITHOUT blasting the Androids then no more attacks or Nemesites will occur.

Androids will actually invade the Moonbase to kill men if you have dropped them off. This invasion can be prevented by either saving all **eight** men or by always carrying the last man about with you.

Listen for Nemesites entering your area as you won't have much time to react on sight. If necessary use the Cloaking

OKEY POKEYS

For those individuals who have no doubt twigged how to alter specific bytes and still run the desecrated program, here are a few one byte wonders . . .

POKE 2311,100 gives 100 lives
POKE 2316,100 gives 100 Strata Bombs
POKE 8575,0 increases the attack rate
POKE 13151,7 increases enemy bomb firing
POKE 5901,192:POKE 5930,128:POKE 5947,2 gives increased vertical speed and gravitational effects
POKE 32789,7 tricky one this, but if it doesn't work try again as it is worthwhile.

Device to protect yourself. Nemesites never fly at the same height as you unless they're close enough to move in for the kill. So if you're flying low they'll be flying high and vice versa. The best thing to do is to quickly thrust away from them and at the same time move up/down until your height is the same as theirs. This will force them to change their height and cross your firing line where you can turn and blast them. If you miss, carry on and try again but watch out for oncoming aliens.

If you do lose all the men then the planet becomes unstable and an earthquake will result. This triggers off previously harmless volcanoes which start to spout highly dangerous white hot lumps of magma. To pass over them needs skill or use of the Cloaking Device if it hasn't already run out. If it has, then your best method of survival is to hover above the region between the Ionian sea (an old lava lake) and the smallest volcano. The magma doesn't rise up very high here and it can't reach you. All Anti-Matter nodules will eventually bounce towards you so that you can complete the wave but beware of Nmeyes.

The Nmeye (pronounced N-M-EYE) is sent in to interrupt your wave if you take too long to complete it. Each one moves faster and is generally more aggressive than the last so that you can't hang around shooting them all day. The best time to hit them is within the first half second of their arrival as they haven't built up any speed and are still blinking.

On completion of a wave you get up to 500 bonus points per man saved, 50% cloak time refill and a chance to wipe the sweat and space flies from your helmet's face mask.

The various ranks are: NOT LISTED - PRACTICE RECOMMENDED, DEXTRAL DODGER, TREKIE, MOON CADET, PLANETSMAN, ACE, PLANET MARSHAL, PLANET LORD, STAR WARRIOR, SOLAR PRODIGY and finally MEGASTAR - MISSION COMPLETED.

Food for Fact Freaks and Sceptics . . .

The 64 *Dropzone* is about 46K long and consists of a 300 feet long listing of 15,000 lines of sparsely commented code with around 350 subroutines and around 3000 labels.

Those who can reach Megastar status on the 64 should have had enough practice to attempt an Atari supervised *Dropzone* mission. The Atari, being the Porsche of home computers, is capable of running *Dropzone* 2.5 times faster than the 64 and can handle any amount of blobs on screen, even when you release a Strata Bomb. It is visually, sonically etc, identical and about 12K shorter. However, the 64 is still a respectable BMW316 (S reg).

POKES!!

TIM LOVE'S CRICKET (Peaksoft)

Richard Kamyczek of Mansfield, Notts is a big fan of *TLC* and sent in some interesting, unusual and useful POKES for it (honestly)! He feels that while the game is at it's best when two people play, there may still be the need for some people to play the computer and therefore the following POKES will be of help in making the game more of a challenge.

Firstly, skip the first part of the program with the **VERIFY** method then **LOAD "",1,1** to load the second part of the game. Once loaded, **LOAD** the third and final part of the game in the same manner and enter any of these POKES:

POKE 31747,7 will make the computer play better against fast diagonal balls

POKE 29523,21: POKE 29524,24: POKE 6178,76: POKE 6179,0: POKE 6180,28: POKE 5002,40 to stop the computer's fielders getting drawn too far out of position

Enter **SYS 29430** to start the game.

CHINA MINER (Interceptor)

Further to the crusty POKES printed in issue two, here are some more to make things easier still. Load up the program in the same manner as usual and enter these small 'routines' . . .

Firstly, some POKES to ignore sprite collisions:

POKE 34493,169: POKE 34494,0: POKE 34495,234

SYS 64738 will start the game.

Finally, a small routine to remove all nasties from the game:

FOR A=9320 TO 16385:POKE A,0:NEXT

SYS 64738 to start the game.



INDIANA JONES IN THE LOST KINGDOM (US Gold†Mindscape)

Screen One:
Simply touch the coloured balls to the left of the screen and when Indy turns the appropriate colour, cross the cliffs using the three lifts, avoiding the flying creatures as you go (or transform them temporarily into harmless butterflies by hitting them with your cane). Touch the white balls on the other side to transfer the colour and repeat for the other two balls.

Screen Two:
There are ten numbers and eleven spaces at the bottom of the screen. The ten numbers must be rearranged in the correct order corresponding to that of the column of numbers to the left of the screen (the order from top to bottom should match that left to right). To pick up a number, press the fire button and push up on the joystick when positioned correctly over the required digit. To drop a number press the button and push down when over the necessary gap. Once the numbers are correctly arranged wait until the six balls are in motion before leaving via the exit to the right of the screen. Speed is of the essence as the roof is continually getting lower and the six balls start to bounce furiously about the place.

Screen Three:
Move Indy up to the icicle with the zero on it. Press fire and pull back on the joystick to collect the number (moving the joystick left or right whilst holding the button down will increase the value of the number) and carry it down to the centre bottom of the screen. The block of light blue is in fact the exit, composed of nine squares and you have to place nine different numbers on this exit in the form of one of those 'magic number' squares.

Move over the square you wish to drop the number on and press the button and pull down on the joystick to drop it. If the number has been placed in the correct position then the respective circle to the left of the screen will go black. In which case you have to go and get another number from the icicle, bring it down and try the next slot. If the number you've chosen to use doesn't do anything then you need to try another number, so go back up to the icicle and . . .

Once you've hit upon three correct numbers, the respective line of exit will disappear altogether leaving the next line ready for 'opening'. No two numbers used will be the same so as you whittle away the exit things get slightly easier. Beware of snowflakes as you trot around screen and

Screen Four:
On this screen you have to move the blue colour of the crystals from the left of the screen to the right. Touching a blue crystal with your cane will turn your cane blue and the blue crystal white. Move to the next column of platforms and turn the white crystals blue in the same way that you made the blue crystals white.

As you turn the columns of crystals blue, other lifts will be activated enabling you to move further across the screen. When you reach the other side of the screen and all of the right hand column of crystals have been turned blue then an exit will open up in the top right corner of the screen, allowing you to escape.

Be careful not to fall from too greater height or run into any of the 'nasties' released. Hitting the nasties with your cane will temporarily turn them into harmless butterflies as before.

Screen Five:
Start off by killing the green monster with repeated hits of your cane and take out any bats flapping around in the same manner. Once the beastie has been disposed of, hack away the wall to the right of the screen with your cane. When you've done this and you have moved through the hole a lift will start moving and a bell will appear to the far right of the screen.

Walk over the lift when it's at its lowest point and touch the bell with your cane, causing it to disappear. Another bell will appear at the top of the screen so use the lift to collect it. When you have done this a small hole will appear in the wall and with each bell you collect it will enlarge, until all the bells have been collected and the hole is finally big enough for Indy to go through. When this happens, go back to the far left of the screen and exit through the hole.

Screen Six:
Collect the five challices scattered about the cavern, without getting killed. Press the fire button to teleport to a different part of the cavern.

EDDIE KIDD'S JUMP CHALLENGE (Martech)

Hold down the fire button and when you get to the second post on the wall, press **F3**. As soon as you **see** the ramp press **F5** and as soon as you are **on** the ramp, let go of the fire button. As you come in to land, pull your front wheel down to stabilise the bike. This will work fine for four and five cars but you need to release the fire button later for longer jumps.

SPEEDING UP GRAHAM GOOCH'S TEST CRICKET

Tony Murphy of London found out that if you press down the SHIFT LOCK then the game will race through the overs, giving you the runs and wicket situation without showing the graphics. Audiogenic told him that this was so the programmer could test out the program quicker — certainly helps!

ENTOMBED

Due to extreme public demand, here are some teensy weensy little tips for anyone stuck with this smart new (ish) Ultimate game.
Right, first the Pool Room (room N with reference to the map in issue 3) . . .
Move Sir Arthur into the far left pool, trot down the ramp and immerse him in the centre pool (he should turn invisible — use the whip to see where you are) and then over to the far right pool (make sure he really does get a good dip 'cos if he doesn't then this ain't gonna work). Finally it's back over to the far left pool where Arthur should reappear. You're now free to leave . . .
The Boulder Room (room K):
1I reckon it is in fact a disk but everybody seems to want to call it a boulder, so . . . Go to the far left corner of the screen, in front of the eye and turn to face the left wall. Jump up and down without changing your position and the boulder (now you've got me at it), sorry, disk will move — slowly but surely, but it will move!
One more . . . the Bird Room (room H):
Collect the glowing 'things' dropped by the bird, by jumping into them. If successfully caught you will hear a ping (I find it helps to jump in front of the sarcophagus itself), so walk over to the pot in the far right corner of the screen and drop the bits in there (where you will hear another ping (or is it a ting))? The moon will set and the sun will rise and when the weight of the droppings proves heavy enough, the sarcophagus will open.

THE FOURTH PROTOCOL

Some excellent tips on the Part One of the game, The NATO Papers, from **Andrew Lewis** of Leicester.

CENCOM contains the file **Telephone** which lists three telephone numbers:
Blenheim Computer 04382731
Medical Security 71288989
Sir Anthony Plumb 12377563
The last of the three numbers is to be used when the player knows **all** the details about the traitor and his contact. If these are **not** known and this number is dialed then valuable prestige points will be lost.
Medical Security can only be successfully called **after Bracton** has called you.
Beware as **Bracton** seems obsessed with calling you — read his file and that of **Thorn**.
Blenheim computer can be dialed at any time. By linking up with the **Blenheim** computer and giving the relevant password, decoded from the memo using the

'one time pad', various files can be transferred to **CENCOM** for recall later.

The following files are known to exist at **Blenheim**: **NATO, Paper 1, Paper 2, Paper 3, Paper 4, Paper 5, MOD, Cabinet, Foreign, Abbs, Stanistav, Pizza, Maras, Pasternak, Faulkner, Bracton, Thorn, Blodwyn, Trade, Names, Delivery, Nilson, Omparde, Shoukir** and **Fox.**

By analysis of the files **Paper 1-5, MOD, Cabinet** and **Foreign** it is possible to narrow down the name of the traitor to one of the following:

R Night, D Faulkner, A Sopwith, F Janes and **T Allen**

Since these are the only five people who had access to all five documents **and** a photocopier.

●Generally, the more watchers there are on a target, the faster you will get results.

●Always answer the phone as soon as it rings as some calls are very important.

●Never have watchers on targets which have already been dealt with as this loses prestige points after a nasty memo from the boss!

●As your prestige increases so too does your allocation of watchers. The opposite is also true!

●Some targets, such as **Warburton** and **Banister**, require the maximum of 25 watchers allowed to ensure correct results.

GENERAL STRATEGY FOR PLAY

At first, read all memos etc, decode your password (usually **Phoenix, Firebird** or **Rocket**) then transfer **all** files from **Blenheim**.

Assign 25 watchers to **Abbs**. When asked what to do about **Stanistav** select **OTHER SUGGESTIONS** and enter **TURN STANISTAV**. This should get things moving.

Put 25 watchers on **Allen**, not forgetting to remove the watchers from **Abbs** once **Stanistav** has defected.

When one of your watchers calls you about **Allen** and gives a phone number, ring it then search the flat.

Interogate the landlord, arrest **Allen** and **TRANSFER** him. Do **not** use the **HEAVY METHODS** option as this loses prestige points.

It is also interesting to put watchers on **Sopwith** but do not arrest his contact, **Maras**, as he has diplomatic immunity. Actually **Sopwith** isn't the traitor as revealed later in a memo.

You will need 25 watchers on both **Warburton** and **Banister** (**after** you have been notified about them). You will then be asked to call a phone box number. Do this, then dig up the object and inform special branch of your findings.

When contacted about **Johnston** via a memo, put watchers on him. Eventually you will be asked what to do about **Pasternak**, through a memo and you must reply with the approach **Johnston** option. Later you will receive a phone call from **Johnston** about meeting **Pasternak** and you must do so immediately.

When the **NEB** plans are leaked you must analyse the papers as you will either scare off the agent or lose prestige points. Do not try to make the newspaper reveal its source as the ensuing court case lowers your prestige. Anyway, the person responsible, **Willis**, is caught later via his fingerprints. When this happens, **PROSECUTE** him.

You require 25 watchers to keep an eye on **Faulkner** and 25 more for **Genovese**. This is to allow **British Telecom** to intercept a call which, if the tape is analysed, will allow you to compare voice prints. This will now enable you to fly to **Stockholm** after receiving a phone call regarding the voice analysis. Diplomatic files of **Nilson** are kept at **Stockholm** but all other files are kept at Amea

Read files on: **Commander, Incident, Nilson, Stenbern, Westin** and **Rosencranz.**

You can now visit **Storuman**, where **Rosencranz** and **Anna Nilson** are to be found, **Stensele** where **Gunnar Westin** lives and **Borgafjall** (go climbing, where you will hear a report from **Stromisson**).

This should give should give some indication of the answers to the questions posed by Sir Anthony Plumb, which are:

Who is the British traitor?
What nationality is his contact?
What name is he using?
What is his real name?
What proof do you have?
Where did it happen?
and **How** was the traitor recruited?

Best of luck, chaps!

Due to the enormous quantities of mail received every week and what with the general pressure of schedules etc, we regret that no correspondence may be answered personally by any member of the ZZAP! 64 team. There might **possibly** be the off chance that the **occasional** letter might get some form of personal written response, but to avoid disappointment of any kind, please do not ask for, or even expect, a private reply!

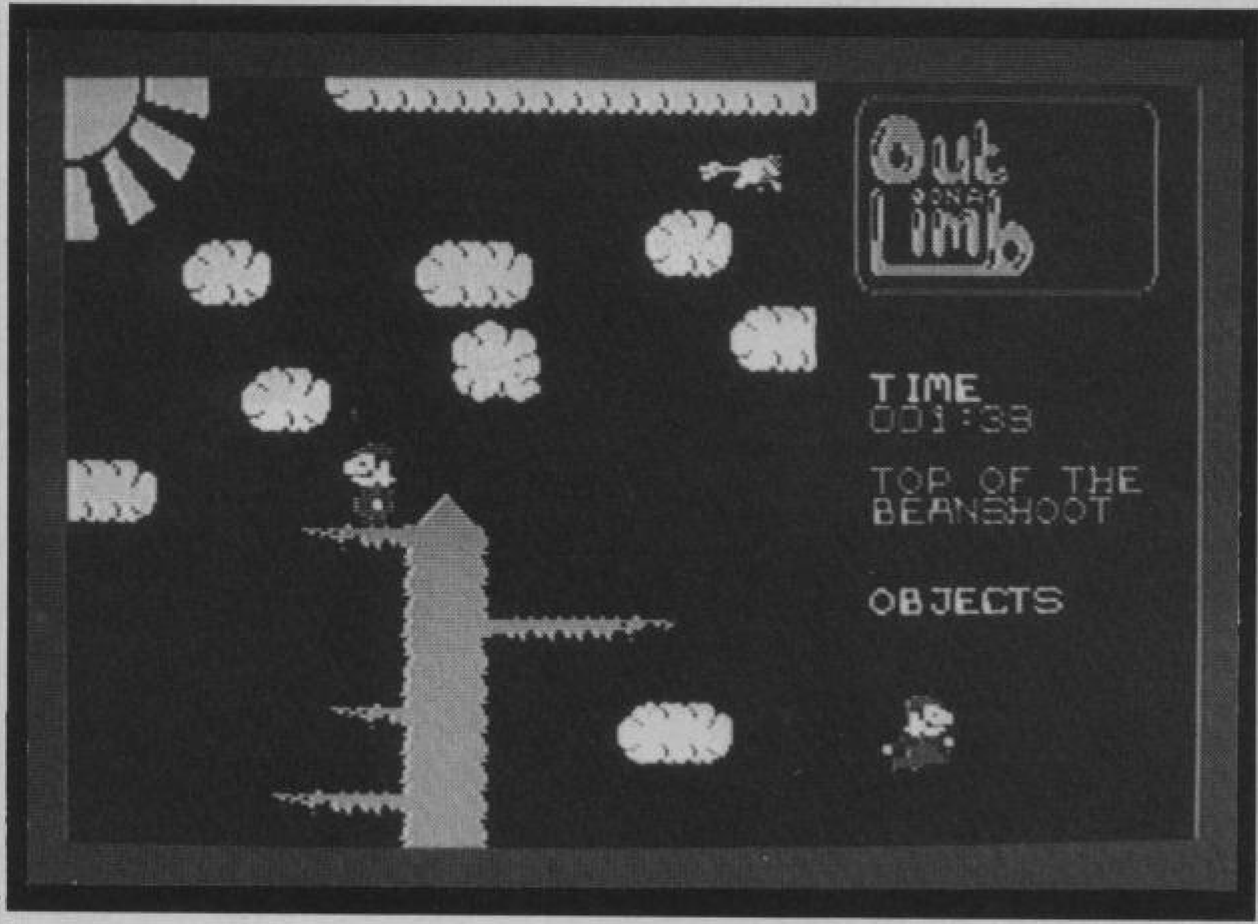
If you have any playing tips, be they pokes, cheats or explanations (even requests for particular game screens etc!) then send them in to Gary Penn at the address below. He's always on the look out for good tips in any shape or form (within reason) and there could well be the occasional t-shirt or game for the best ones . . .

ZZAP! TIPS, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB



OUT ON A LIMB

Anirog, £5.95 cass, £8.95 disk, joystick or keys



This little game is based around the adventures of our Jack. You remember Jack, he was the chap who sold a cow in exchange for a handful of useless beans. As luck would have it the little twerp (or so his Mother called him) threw them out of the window whereupon one of the beans sprouted into a very large and rather silly beanstalk. Jack, being more than a mere twerp, decided to climb the beanstalk and get into a lot of trouble. Up above the clouds he discovered a Giant's castle. Now read on. . . .

So you first task is to climb the beanstalk by jumping from one branch to another. The stalk extends for two screens after which you must get past the cloud, by jumping from one cloud to another. When you manage to reach the top, you are confronted by a series of rooms that all bear a resemblance to the screen concept of *Jet Set Willy*.

Each room has a series of levels. Jumping from one level to another is fine but for the moving nasties, found on each of the levels. You must avoid them if you want to get to the next level without losing a life. All told Jack must explore twenty-three 'rooms' moving from one to the other by negotiating a path along the various platforms to reach the entrance to the next room.

Somewhere within the Castle are to be found the three objects that, as myth will have it, compensated Jack so well for the loss of the cow; these are a bar of gold, a talking golden harp and of course a golden egg (only a minor departure from the story). The three objects are brightly coloured so while they may not be easy to locate initially you won't miss them once you do.

Jack begins the game with four lives, and when you lose one the game resumes on the same screen but not in the same position. If you have a bad memory or are unable to count to three, fear not, on the right hand of the screen there is an objects counter to remind you of the objects collected to date. Instead of awarding points, the game measures your performance according to the length of time you take to complete the collection and make good your escape. For this purpose a clock is positioned at the top right of the screen. Taking more than forty minutes is not pat-on-the-back stuff but anything less than half an hour is pretty good going.



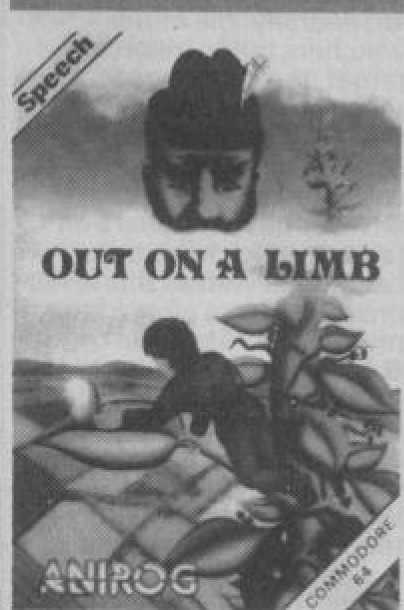
Platform games that don't have anything new to offer are starting to become a mite tiresome and Out on a Limb *is such a game. There are quite a few resemblances throughout to certain other popular platform games (some of the rooms even have the character concerned walking about in them). The graphics are nothing to write home about and sound follows much the same suit. Even the speech (which wasn't exactly amazing) didn't help, rather it hindered and annoyed.* Out on a Limb*is a difficult one to progress through and most of the time infuriates because of this (my finger hovered tentatively over the on/off switch many a time on losing a life). Even at the relatively cheap price of six quid, it doesn't tempt me.*



This is a pretty unremarkable game. The graphics are far from stunning and the sound is at its best when it's turned off. I am a little disappointed by the task set in the game, I would have thought that the fairy tale lent itself quite well to incorporating something more of an adventure element, rathe than a simple 'dodge em platform game'. The speech produced by the program is acceptable but not representative of the Commodore at its best. With only twenty-three locations to explore you won't be overawed by the size of this game. Despite some of its annoying feature Out on a Limb *is quite playable but I soon became bored. Good young 'uns stuff perhaps?*



The first screen on this game looks suspiciously like the one in Thor's Jack and the Beanstalk, *although it's a lot easier. I was quite relieved to see that the similarity disappears after this screen. The trouble with this game is that it's just another boring old platform game with no real original touches, collecting certain objects and using them was about the only thing that kept me going, otherwise I would've switched off there and then. The sound is pretty awful but there is speech, a 'FEE FI FO FUM' bit at the beginning of each game and a 'GOT YOU' when you die which is quite a good, if infuriating, laugh. Perhaps this game would do better with a £1.99 price tag, but as it stands it's rather overpriced for just another left/right/leap-em game.*



Presentation 54%
Run-of-the-mill stuff.

Graphics 47%
Jack's not bad but the rest ain't too hot.

Sound 59%
Pretty grotty music and effects and even the speech isn't too good.

Hookability 35%
Frustrating and not overly compelling.

Lastability 42%
Difficult to crack and will take time to do so if you're willing to persevere.

Value For Money 38%
Cheap, but not quite cheap enough.

Overall 36%
Not exactly one of the best versions of this type of game.



Bet you can't sit still when playing

Guide bouncy 'Thing' through this underworld fantasia searching for the armoury to equip himself carefully for the final encounter with the evil Toy Goblin.

Commodore 64

THING ON A SPRING

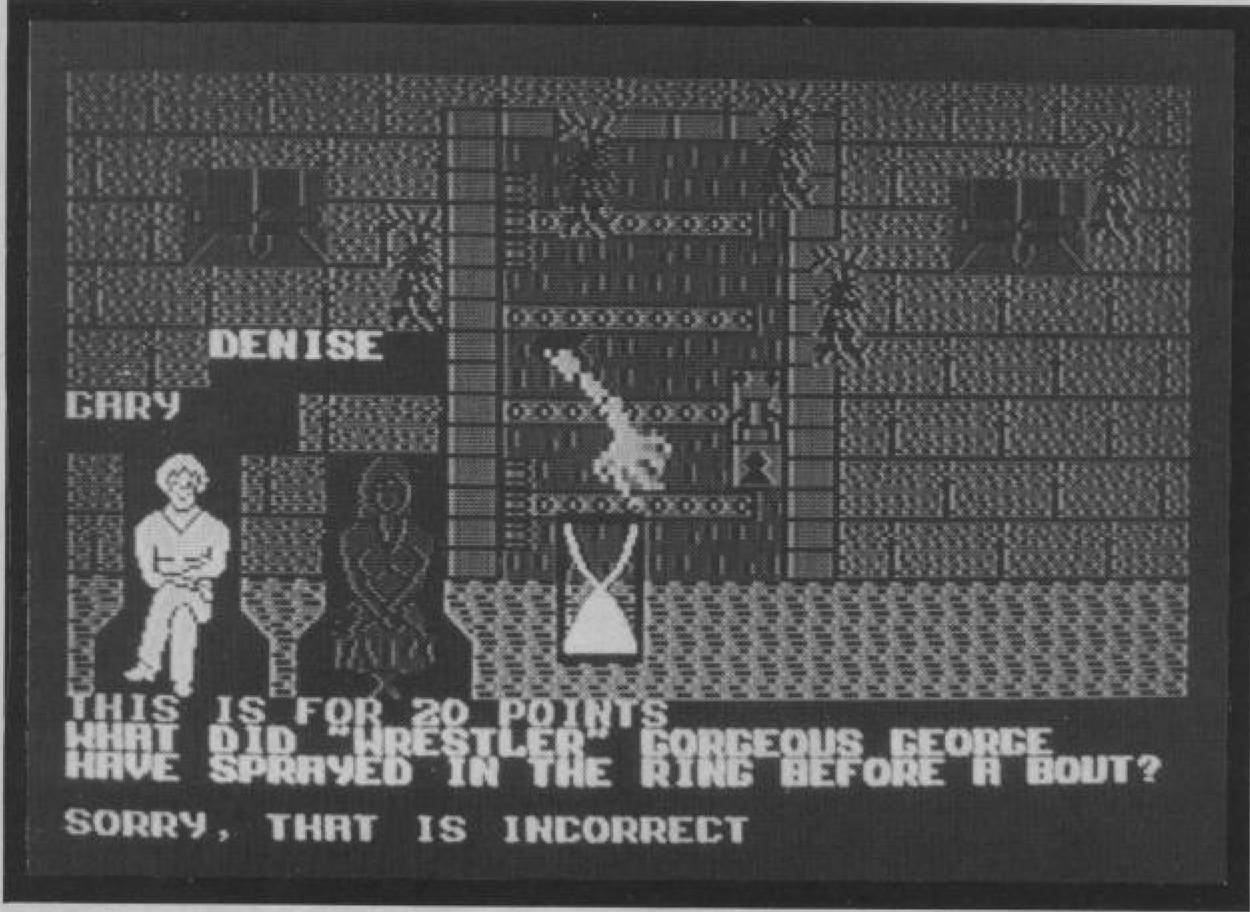
£7.95

Gremlin Graphics

Gremlin Graphics, Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423

MONSTER TRIVIA

US Gold, £9.95 cass, £14.95 disk, key inputs only.



Monster Trivia is based on the popular 'trivia' question games that have invaded the market over the last couple of years. The idea is an exceptionally simple one: you are asked a question and you have to give the answer, which, if correct, is worth points depending on its difficulty.

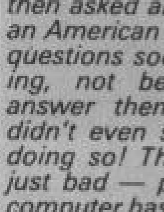
Monster Trivia is this sort of game exactly and contains many questions on all sorts of different subjects. When you load the game you are asked how many people are playing and their names and sex. You are then given a character which appears on screen and all characters sit in what seems like a mediaeval dungeon complete with mouldy walls, slit windows and a large door behind them.

Now the questioning starts. You are asked to pick a subject and are asked a question concerning it. Get it right and you are given points along with rapturous applause and are also allowed to take a bow. Get it wrong and something nasty starts trying to get into the dungeon. The game carries on in this way, with the monster gradually wrecking half the wall and door (at least it did when we played it because we got so many questions wrong).

Once all the questions have been answered the winner stands and takes the applause and the loser meets the rather horrible fate of being gobbled by the monster who comes bursting in.



Although trivia games are popular and have been very successful I must say I find them rather boring to play. They have certain limitations in that you get to know the answers as you play and after several games it starts to lack in any appeal it may have once had. Admittedly with the board (bored?) game you have **thousands** *of questions and answers to learn but this doesn't quite apply to this computer version. OK, so there are 16 sets of questions to load up in* Monster Trivia *but that isn't that many when it boils down to it, especially considering that a large majority of the questions are so 'American'. It would have helped if the interpreter used was reasonably lenient, but it isn't. It does get incredibly infuriating when you enter '11' as the answer to the number of players in a cricket team, only to be told your wrong when you know you're right and then find out you should have entered ELEVEN! The average graphics don't exactly make the game any more fun to play, neither do the strange sound effects or Cosmi-esque music.*



There are two BI-I-I-IG problems with this game. Firstly the fact that being an American game 98% of the questions are ones which are based on American subjects. For example, being a sporty person, the first subject I picked was sport. After being asked about some 1963 pitcher I was then asked about the origins of an American football team. The questions soon became annoying, not because I couldn't answer them, but because I didn't even stand a chance of doing so! The second point is just bad — programming. The computer has no sort of artificial intelligence so if you're nearly correct it just says WRONG!!! When I thought I knew the answer to one of the questions I put Chanel No 5. 'WRONG!!!' said the computer, 'the answer is Chanel No. 5'. Oh well! Only one dot out. Perhaps next time I'll remember. The graphics aren't that bad, and the sound is quite good, it's just the game itself that needs a fair bit of Anglicising.

Presentation 79%
Nice instructions and good on-screen presentation.

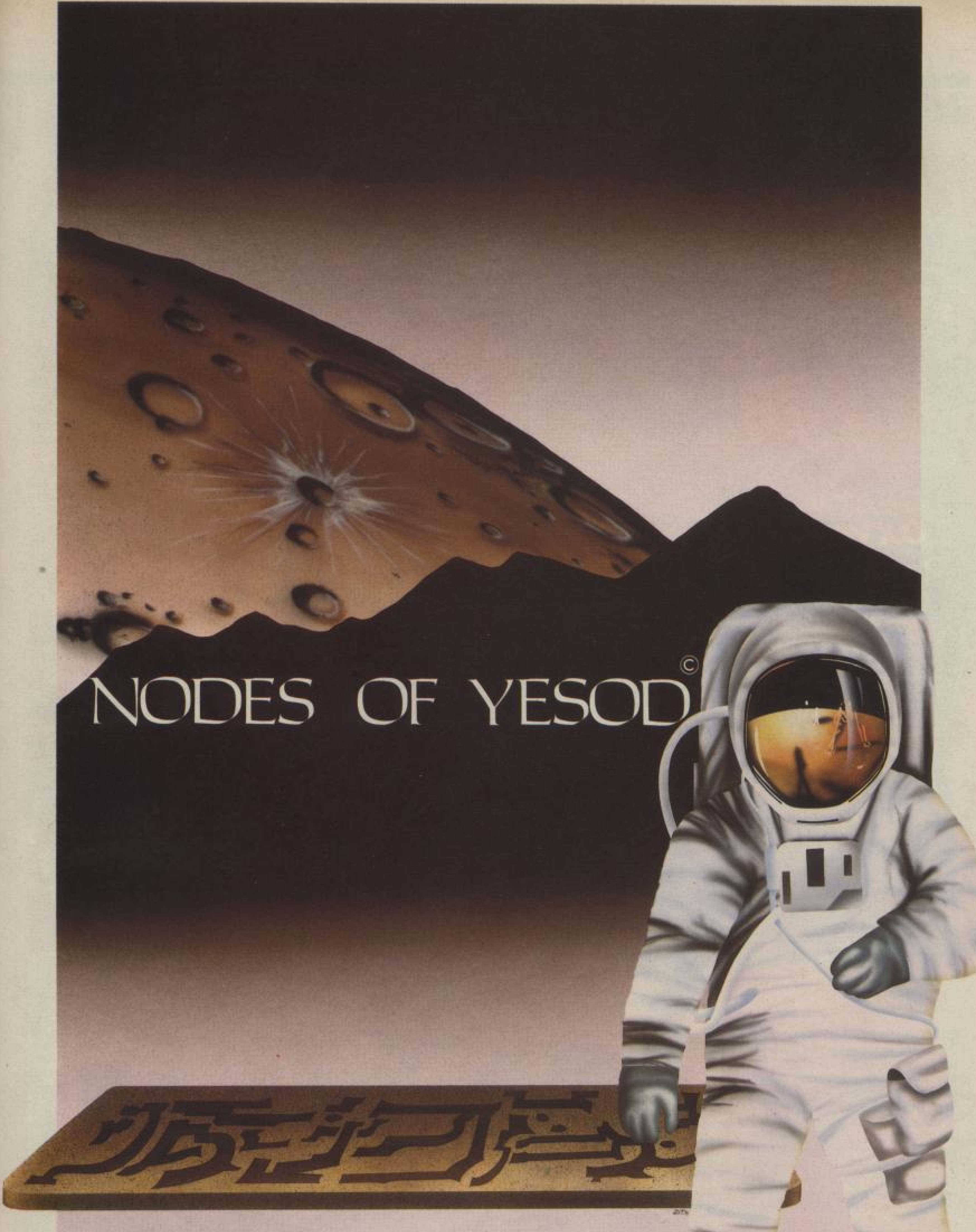
Graphics 55%
Reasonable characters and monster.

Sound 67%
Atmospheric screeches, wails and moans with some good music.

Value for Money 51%
Too American and fussy for even hardened trivialists.

Overall 53%
Trivial sums it up quite nicely.




NODES OF YESOD©



DEATH ON AN OXYGENLESS MOON . . .

I am much refreshed by a week's rest and recuperation in the medi-unit of my command ship, following the painful defeat of my worthy challenger, Paul Sumner. I while away a few pleasant hours, toying with a gift from my home planet — a Halluciputer, which interfaces with my very being and conjures up images in my mind. A wondrous toy indeed . . . I am able to generate and control truly realistic mental images, akin to what you miserable earth beings refer to as 'Video Nasties'. A refreshing diversion indeed.

My mind was occupied, drinking in the forty seventh unpleasant dismemberment of the festering rat-scab Rignall, when my earthbound minion made contact. I break off from the decapitation scene I have been polishing, and learn that another challenger has been found.

Andy Moss hails from Coventry, and his qualifications are certainly impressive. He has a personal best of 1,219,000 on *Dropzone*, has achieved a very respectable 650,000 on *Buck Rogers* and has an outstanding range of high scores in his portfolio, my minion informs me.

I am wearied by the incessant smugness of Rignall . . . but I must face up to my responsibilities. Soon I must be victorious, and the pleasure of Rignall's defeat will be made doubly sweet by the period of intense anticipation I have had to endure.

I instruct my minion to arrange for Andy to be transported to the ZZAP! offices where Rignall lurks, and reconnect with the Halluciputer. *Dropzone* is to be the challenge game, and, inspired by the possibilities, I create images of Rignall on the surface of an airless planet . . . I remove his oxygen and watch him explode . . .

On the appointed day, Andy Moss turns up with his own joystick — the mark of a true professional. An Arcade Artisan becomes familiar with his joystick, wearing patterns into its mechanics with prolonged use, which means it responds more easily and feels comfortable to the hand that uses it. He also arrives with a colleague and moral supporter by the name of Chris . . . this bodes well. Rignall will be fazed by this two-onto-one approach to playing *Dropzone* and I insist that the frail bodied degenerate be supplied with an old and unresponsive joystick to handicap his abilities.

Rignall responds by insisting that the noxious Gary Penn be allowed to sit next to him throughout the play-off, which will be over three games, the first to reach a score of 100,000 being the victor. I lose patience with the Smug One, but realise that argument will only damage my neural circuitry further and accede to his demands. Why do I allow my self to sink so low?

The play-off begins, and within seconds the air is full of plaintive whistles as Androids roam the surface of the planet, seeking to destroy the men. I note that my challenger appears to be moving in synchronisation with the Rignall. By the end of the first wave, however, Rignall is fifty points in the lead . . . a tiny advantage, when the game is being played to 100,000. I concentrate on remaining calm.

The game progresses, and Mr Moss shows his style, resorting to the Smart Bomb only occasionally. At a measly 4,210 points, he loses his first life though, and Rignall smirks, as he is still in the lead after the second wave.

Moss persists, he is not to be put off by such minor disasters as loss of lives. Two more go in quick succession, at 12,170 and 13,780 and I wonder if Mr Moss has lost his touch. I must remain calm at all costs.

Rignall, meanwhile is gently edging further into the lead, ducking and weaving between the Planters and dealing with the Nemesites with aplomb. I notice that yet another life departs from the Andy Moss screen as he nudges over the 27,000 mark — and at the end of the Trailer wave he is nearly 10,000 points behind.

Joy! Before I have time to contemplate the consequences of failure on the part of Mr Moss, Rignall loses his first life at 37,260. He is obviously rattled, and plays less well for some minutes as he tries to come to terms with the stupid slip he made. Andy makes up ground rapidly, encouraged now he knows that Rignall is not perfect — as if he were!

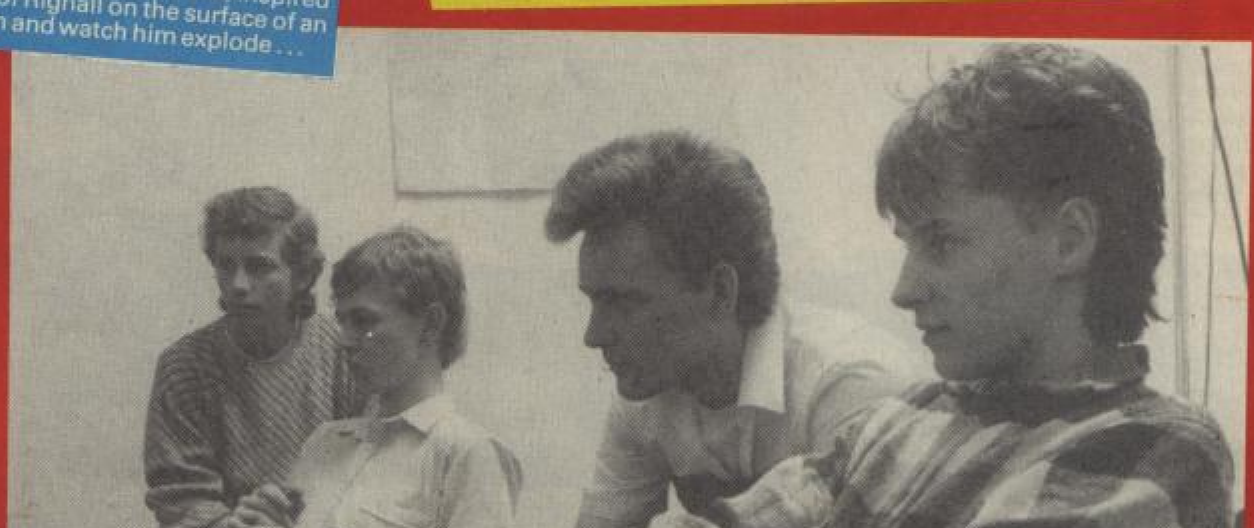
Again, Rignall loses a life, this time at the half way mark of 50,720. The gap between the two contestants narrows to 5,000, and Andy marks the 51,000 by losing a life, this time at virtually the same instant as Rignall. But as Rignall completes wave six, he pushes his lead to 6,000 points. By the end of wave seven Andy is trailing by some 10,000 points.

My physique has not fully recovered from the demands my emotions and anger have made upon it, and while the rational side of my being attempts to remain calm, I sense that my hearts are beginning to pound erratically as the prospect of another defeat for my challenger looms in front of me.

Further lives are lost by Andy, as he nudges over the 70,000 mark and as Rignall approaches the 100,000 mark I notice that my Coventry Challenger is about to concede. He places his joystick on the table and leans back as Rignall hits 101,430 on wave nine.

It is, after all, the best of three games, I remind myself forcefully. My Challenger merely has to reach 100,000 before Rignall twice, and he will become the apple of my vision units. He CAN

Intense concentration all round . . . but I feel Rignall's sidekick, Penn is concentrating on growing his Mohican haircut. He is truly a strange being, even for an earthling, and I wonder why Rignall insists on his moral support. Andy's follower, Chris, who carried his joystick lovingly all the way from Coventry seems an altogether better form of minion life.







Hah! The bulky form of Gary Penn attempts to obscure my vision units' field of view as Rignall loses a life. I detect the hint of a smirk, and feel he may be deliberately taunting me.

do it, I will myself to believe. He WILL do it. I concentrate on dismissing the negative waves which I feel coursing through my being, and think positive thoughts as Game Two commences . . .

GAME TWO

My confidence seems justified. At the end of the first wave, Andy is just ahead of the slimy Rignall. All goes well until Andy reaches 8,760 whereupon he loses a life. A minor setback, at this stage I remind myself . . . and he seems unperturbed. Rignall, meanwhile finishes the second wave and loses some time by glancing over at his opponent's screen. Rignall proceeds through the third wave, finishing just as Andy loses a second life at 15,670. More time is wasted by Rignall whose ego is so massive that he cannot resist watching my Challenger. I begin to wonder if Rignall is playing with myself and Moss, bluffing and taunting us. I feel pain.

The first Rignall life is lost as he reached 28,260 — is he taunting us, or is he slipping, his concentration subverted by his ego? I hope it will prove to be the latter.

Wave three comes to an end for my Coventry Challenger, and he is almost ten thousand points behind. I begin to fear for his chances of success. He is a wave behind the puny Rignall . . . but catches up with a spurt of high-speed play which redresses the balance somewhat. Rignall loses his second life at the 41,000 mark as Moss finishes wave four.

Aha! Rignall loses yet another life, having gained less than a hundred points. He could be losing his touch — this deliberate teasing on his part could well cost him dear. His lead dips to a mere 7,000 points and Andrew is playing well.

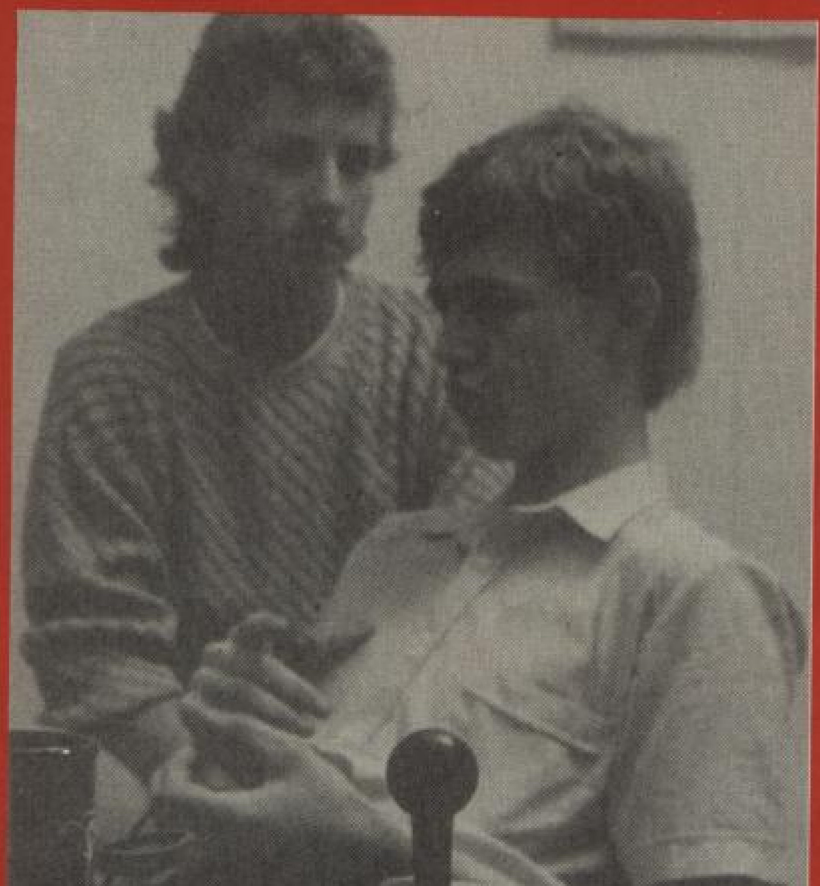
Another Rignall life lost — oh, that this was happening for real on the surface of an airless planet. I divert my anguish by remembering my last session with the Halluciputer. Maybe I will be able to project my thoughts with sufficient power to interfere with the processes of Rignall's tiny mind and distract him. I can but hope.

Rignall loses yet another life at 52,960 — perhaps my ploy is working. I must continue to project the image of an oxygen-less wimp, scrabbling for life . . . sadly Rignall is still 10,000-odd points ahead at this, the halfway mark.

Andy indulges in some very nifty Nemesite shooting, and by the end of wave six he's shortened Rignall's lead to a mere 5,000 points. Good. My strategy appears to be working.

My challenger is catching up. Rignall is a mere 3,000 in front and they are both battling through Wave seven. They finish almost simultaneously and Andy takes the lead!

I must refrain from thinking



They took it surprisingly well. Andy looks rueful rather than angry, while Chris manages to raise the hint of a smile. I'm sure their defeat was due to a bad alignment of the planets and the interference of the Fates, who seem committed to torturing me. Rignall cannot be invincible. It is simply not possible.



pleasant thoughts . . . I must concentrate on interfering with Rignall's mind patterns . . . no I've allowed my concentration to lapse and Rignall sneaks a slight lead during Wave eight.

Andy nudges into the lead . . . he's holding onto it . . . Wave eight is over, Rignall is first to complete it, but has lost the lead. Into Wave nine and Rignall is frantically hitting the space bar to activate smart bombs in a last ditch attempt to hit the hundred thousand. There are but a few points in it . . . I can't stand the pressure and feel my two hearts beating against one another. My constitution cannot put up with this punishment.

I slump, drained, as Rignall hits 101,940 as Andy touches over 99,000. It is over again, and yet again I am made to appear foolish. I have no more to say.

GAME THREE

!?*&£!%*%!!



Rignall savours yet another victory, the fresh-faced wimp. Will not someone rid me of this canker? Can no-one find an earthling to set against this joystick-crazed, ego driven insect bodied . . .

THE SCORELORD SPEAKETH



I have been angered again!!!
While I was watching my favourite soap opera, 'Slave
Torture Merchants From Traam', I received a call from my
computer score verificator. My fist clenched and I strode
over to it . . . it had to be wrong . . . dishonest troops
emerging??!
Unfortunately the computer was quite correct and had
spotted two exceptionally dubious and one unverified
score, the first being a claimed . . . cough . . . excuse me one
moment . . . ach . . . *Dropzone* score of 1,265,300 from
Stephen Edwards of Stevenage. This score I can believe,
the reason for my doubts being that he said he reached
level 63 when the game finished. I know for a fact that to
get this score the level has to be at least in excess of 95.
Perhaps he was wrong, but this score has been invalid-
ated, so speaketh I. Another score on the same game was a
one of over 2,000,000 from **Michael Orwell**, Bognor Regis,
W Sussex. Again this hasn't been properly verified. There
are four ways of proper verification on this game: time,
level, message and one other special thing that happens
on high levels. Use it or be unbelieved.
The other game which caused me havoc was a claimed
445,210 on *Flip and Flop* from **Justin Hardy**, Romford,
Essex. With much research after summoning one of my
faithful Minion Bach Cymraeg I now know this score to be
wrong. Either your pen (revolting word) slipped or you've
got bugs in your system.
Now a little amusement for those as depressed as I after
this month's events. I've intercepted another magazine
which contains a similar article to that horrible creature's
'Better Letter'. It gives a list of games which won't be
released in Britain . . . I, the supreme in knowledge of
games, tell you that some of the games in the list shouldn't
be there. For example *Ballblazer* and *Rescue on Fractalus*
are nearly here and the rights to many are under negotia-
tion. Also, did any of my faithful followers spot *O'Reilley's
Mine* in the list? This has been out and about in Britain for
over a year on the US Gold label.
A little note for those who are stuck on a certain level of
games, can't buy them or regarding any problems with
any game then write to me. In my infinite wisdom I have
opened my knowledge unto you. Use it wisely and you
may get a printed reply.
Ah! My personal droid has just told me that a laservideo
of the soap opera I missed has just arrived. More from my
ROM next month.

1985 (Mastertronic)
22,982 Neil Rolls, Wethersfield, Essex
19,159 Derek Holmes, Wallasey, Merseyside

BLUE MAX (US Gold) 17,980 Philip Desmond, Chelmsford, Essex
15,550 David Neale, Walsall, W Midlands
15,500 Julian Rignall, ZZAP!

BEACH HEAD (US Gold) 838,200 Michael Chappell, Kent
756,000 Carlton Walls, Norwich
716,000 Jason Latiff, Middx

BEACH HEAD II (US Gold)
1,101,200 Julian Rignall, ZZAP!
989,500 Gary Penn, ZZAP!

BOUNTY BOB (US Gold)
339,000 Michael Orwel, Bognor Regis, W Sussex
273,320 Andrew Grifo, Manchester
252,390 Jason Bell, Prestwood, Bucks

CAD CAM WARRIOR (Taskset)
6,175 Mark Coleman, Blackburn, Lancs
3,251 Philip Desmond, Chelmsford, Essex

CONFUZION (Incentive)
13,300 Julian Rignall, ZZAP!

CAULDRON (Palace)
160,000 Darren Smith, Suffolk
31,250 Gary Penn, ZZAP!

CLUMSY COLIN (Mastertronic)
127,187 John Billet, Suffolk

CHICKEN CHASE (Firebird)
973,425 D J Murray, Hoveringham, Notts
923,643 Paul Yendall, Exeter, Devon
630,891 Julian Rignall, ZZAP!

CYBOTRON (Anirog)
1,250,000 Stephen Blidgeon, Manchester
436,200 James Thomas, Fishguard, Dyfed
386,200 M O'Reilly, Rishton, Lancs.

DEFENDER (Atarisoft)
3,005,675 Gareth Baron, Tyne and Wear
3,000,150 Julian Rignall, ZZAP!
2,628,125 Jason Page, Swindon, Wilts

DIG DUG (US Gold)
879.500 Julian Rignall, ZZAP!
175,000 Philip Desmond, Colchester, Essex

DAVID'S MIDNIGHT MAGIC (Ariolasoft)
1,342,310 M Watkins, Newport, Gwent
1,222,210 Malcom Stretton, Berkhamstead, Herts
598,530 Gary Penn, ZZAP!

Wizardry



by

Steven Chapman

(author of 'Quo Vadis')

For those in search of the next step in 3D graphic adventures

Commodore 64, £9.95 tape, £12.95 disk

THE EDGE

12/13 Henrietta Street, Covent Garden, London WC2E 8LH Tel: 01-240 1422/7877 Telex: 892379



DROPZONE (UK Gold)
1,560,500 Julian Rignall, ZZAP!
1,394,950 Warren Craigie, Edinburgh
1,202,580 Gary Penn, ZZAP!

EVIL DEAD (Palace)
953,200 Stephen Jackson, Northwich, Cheshire

ENTOMBED (Ultimate)
Finished 0.38 Gary Penn!
Finished 0.40 Julian Rignall, ZZAP!
Finished 0.41 Mark Cahalane, Bromley, Kent

ENCOUNTER (Novagen)
480,000 Stephen Blidgeon, Manchester
431,700 Kevin White, Yeovil, Somerset
320,000 Julian Rignall, ZZAP!

FRAK!64 (Statesoft)
99,600 Stuart Jefferson, Surrey

FORT APOCALYPSE (US Gold)
89,950 Julian Rignall, ZZAP!
89,540 Gareth Baron, Tyne and Wear
80,000 Brian Osbourne, Guildford

FLIP AND FLOP (Statesoft)
395,000 James Thomas, Fishguard, Dyfed
34,205 Darren Aylward, Dartford, Kent

GYRUSS (Parker Bros)
24,000,000 Jimbo Thomas, Fishguard, Dyfed
1,860,900 William Love, Renfrew, Scotland
1,784,550 Julian Rignall, ZZAP!

GOGO THE GHOST (Firebird)
83,532 Alistair Russel, Frome, Somerset
77,701 Richard Andrews, Stoneleigh, Sussex

GUARDIAN (Alligata)
1,020,950 Julian Rignall, ZZAP!
592,600 Andrew Moss, Coventry
467,350 Khalid Mirza, London

GHOSTBUSTERS (Activision)
52,000 Craig Dibble, Droitwich, Worcs
46,500 Rachel Watson, Aberystwyth, Dyfed
45,000 Warren Minton, Luton, Herts

H.E.R.O. (Activision)
1,000,000 Markl Bonnar, East Lothian
1,000,000 Andrew Carr, Doncaster
1,000,000 Chris Hall, Tyne and Wear

JUMPMAN (Epyx)
156,300 Paul Campbell, N Ireland

KONG STRIKES BACK (Ocean)
2,071,210 Drew Rodger, Dunbartonshire, Scotland
2,030,795 Jonathan Smith, Newport, Gwent

MR DO (US Gold)
451,650 Andrew Moss, Coventry

NIGHT MISSION PINBALL (Broderbund)
3,594,880 Julian Rignall, ZZAP!
1,055,090 M O'Rielly, Rishton, Lancs

PITFALL II (Activision)
199,000 Mark Hardy, Norwich, Norfolk
199,000 Mark Bishop, Hemel Hempstead, Herts

PASTFINDER (Activision)
380,190 Jonathan Bethell, Eaton Bishop, Hereford
342,690 Paul Montague, Eaton Bishop, Hereford
228,355 Alan Ireland, Currie, Midlothian

POLE POSITION (US Gold)
134,650 Julian Rignall, ZZAP!
124,460 Andrew Ball, Gwent S Wales
122,270 David Simmons, Norwich, Norfolk

QUO VADIS (The Edge)
2,967,100 Michael Bradshaw, Gomeral, Cleckheaton
2,750,650 Michael Shaw, Dunkin, Cheshire
1,665,800 Tom Mckee, Ross-Shire

ROLANDS RAT RACE (Ocean)
94,950 Beverley Turnbull, Colchester, Essex
47,400 Mark Taylor, Stanford-le-Hope, Essex
43,050 Gary Penn, ZZAP!

ROCK 'N' BOLT (Activision)
$136,905.25 Gary/Julian (relay) ZZAP!
$21,377.25 M O'Reilly, Rishton, Lancs
$5347.15 David Brown, Hayes, Middx

RESCUE ON FRACTALUS (Activision)
82,260 Rachel Watson, Aberystwyth, Dyfed

RAID ON BUNGELING BAY (Ariolasoft)
86,850 Simon Perry, Woking, Surrey

STAR WARS (Parker Bros)
50,009,384 Julian Rignall, ZZZAP!
46,075,347 William Love, Renfrew, Scotland
36,000,000 Paul Johnston, Earlston, Berwickshire

SLINKY (US Gold)
100,000,000 Julian Rignall, ZZAP!
8,790,500 Jimbo Thomas Fishguard, Dyfed
918,000 Zeno Winkens, Curruclоe, Co Wexford

SUPER PIPELINE II (Task Set)
128,400 Warren Craigie, Edinburgh

THING ON A SPRING (Gremlin Graphics)
5,765 Rachel Watson, Aberystwyth, Dyfed

TRACK AND FIELD (Konami)
560,250 Julian Rignall, ZZAP!
315,400 Adrian Quiben, London

TOY BIZZARE (Activision)
599,200 Philip Wilson, Belfast
104,240 Gareth Baron, Tyne and Wear

TRASHMAN (New Generation)
27,628 David Barrington, Weston-Super-Mare
27,399 Stephen Watson, Birtley, Co Durham

WAY OF THE EXPLODING FIST (Melb Hse)
497,600 Gary Penn, ZZAP!
243,100 Dean Brown, Belfast
241,700 Julian Rignall, ZZAP!

WIZARD OF WOR (Commodore)
202,000 Julian Rignall, ZZAP!
62,500 Boston, Lincs

UP 'N' DOWN (US Gold)
212,350 Rachel Watson, Aberystwyth, Dyfed
198,830 Khamsin Toobi, Wolverhampton
183,890 Michael Murray, Birmingham

How to enter your challenge

1. State games and scores clearly on the form provided (or a close copy). You can give fewer than four games if you wish.
2. State level achieved at the end of each game, either the wave number (if possible), rating or some indication of how far you went into the game along with the time taken to complete the game.
3. In the space provided write further details about the game which might help to confirm your score. If it's an arcade adventure then write the percentage and if it has a time limit or bonus then state how long was left and what bonus was awarded. Other details include things like the game crashing because of the high-score achieved or whether the game resets at a certain point. Any other relevant details will be useful.
5. Post your entry to: Zzap Challenge, Zzap! 64, 1 Church Terrace, Yeovil, Somerset BA20 1HX.

Yes, I'm ready to challenge the Zzap champion on the following games.

Game.................. **Score**.................. **Level reached**.................. **Time taken**..................
Other details..................

Game.................. **Score**.................. **Level reached**.................. **Time taken**..................
Other details..................

Game.................. **Score**.................. **Level reached**.................. **Time taken**..................
Other details..................

Game.................. **Score**.................. **Level reached**.................. **Time taken**..................
Other details..................

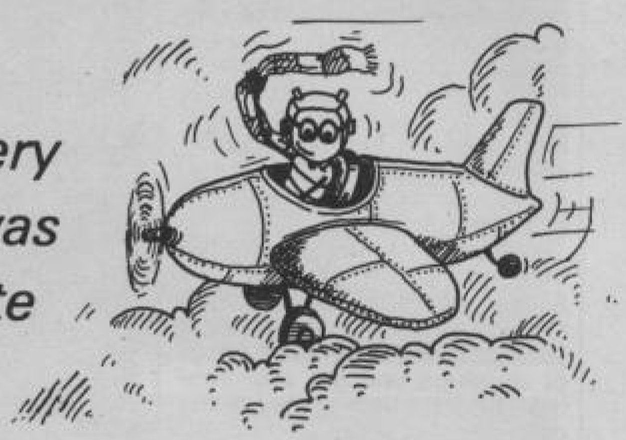
Did you exploit any cheats, bugs or special techniques (inc. auto rapid fire) to obtain any of these scores? (Yes/no) ... (If 'Yes', give full details on a separate piece of paper.)

I promise these scores are genuine. Signed..................
Name..................
Address..................
Post code..................
Telephone number (if poss)..................



FLYING HIGH!

There's a multitude of flight simulators available for the 64, some cheap, others very expensive, so the ZZAP! team decided it was high time to have a look at them to separate the best from the rest.



We've given them specialised ratings to tell you all you need to know: *Graphics* rate the overall look of the simulator, how well defined the controls are and how exciting the graphics are. *Interaction* is how interesting it is, complexity of controls and whether there are special features in the game like missions or airport to airport runs. *Authenticity* speaks for itself — how real does the simulator feel and do the controls look and act realistically? *Overall* takes into account all the above ratings, the price and whether we consider it worthy of spending your hard earned dosh on.

JUMP JET.
Anirog, £9.95 cass, £11.95 disk.

This is a jet simulator although the only one which is brave enough to try to simulate the VTOL Harrier. There's quite a few novel touches to make it different from the others and this one contains several difficulty levels which is quite an unusual feature for a simulator.

There are five levels: Practice, Flight Lieutenant, Squadron Leader, Wing Commander and Group Captain. Each level represents a number of warnings, practice starting with an unlimited number and Group Captain with only five. A warning is given for bad flying, for example you'd get a warning for flying at high speeds with your flaps down. You get a warning for not rectifying the situation within a few seconds. If, for example, on Group Captain level you get five warnings then you'll be forced to bail out and your plane will crash.

There is a mission to seek and destroy any planes within a certain radius of the ship which you land and take off from on every game you play, although the program allows you to take off and just fly around the ship as well.

All the features of a Jump Jet are here, including a useful radar screen on which you can see the enemy plane and your ship. You also can access control of a cursor which when used will take your plane on autopilot to the area chosen with the cursor. Take-off and landing from the ship is made easier by two special screens, the first containing a side plan view of the deck and the second a side view from two angles of the ship which come into action automatically.

The graphics aren't too bad although the plane doesn't seem to act realistically and the horizon doesn't tilt when you bank. The sound is rather awful and unrealisic although there is a fantastic piece of music on the title screen.

Graphics 41%
Interaction 83%
Authenticity 37%
Overall 42%



JUMP JET

GLIDER PILOT
CRL, £9.95 cass

This novel flight simulator is the only one which tries to tackle the comparatively leisurely art of flying a glider. Controls, compared with a usual flight simulator, are pretty sparse and simple although this is what you'd expect from a glider.

The idea of the simulator is to fly the glider round a 160km triangular course in the fastest possible time. To do this you have to make use of the rising warm air currents, or 'thermals', utilized to your advantage to keep you aloft. When you start you are automatically put at an altitude of 2,000 feet (no take off) and can select whether to go over the starting line or just float happily round the heavens.

Finding thermals isn't too difficult once you've mastered them and you can stay in the air almost indefinitely with just a little practice. Landing is very tricky and has not yet been successfully achieved by anyone as yet. When you land, or crash as the case may be, you are given a barograph of your performance and the time taken for your flight. There are several preset weather conditions or you can define your own, making less thermals etc, which makes the game harder.

The graphics are rather slow and the horizon takes ages and ages to update giving it a really unrealistic feel. Whilst the title screen is on, a nice piece of music plays but during the game the sound reverts to a brain-numbing alarm when you hit a thermal. As flight simulators go this is rather boring and unconvincing and there are many better ones for a tenner.

Graphics 43%
Interaction 71%
Authenticity 32%
Overall 31%

SPITFIRE 40
Mirrorsoft, £9.95 cass, £12.95 disk

This is the second of two Spitfire simulators that are available for the 64. This one contains a few new features making it reasonably different from US Gold's offering.

Set in WW II there are three

separate modes to choose from, two of them allowing you to practice for aerial combat. The two practice modes are take-off and landing practice and combat practice. The first mode lets you take off, fly about and generally get the feel of the simulator. When you try combat practice you are put straight into the air behind an enemy plane which you can shoot down. Once it has been brought down another one appears. They're all easy to shoot and they hardly try to move out of range.

With true combat you are put in a war situation where you have to accomplish seek-and-destroy missions. Every time you complete a certain number of missions you get a promotion, the idea being to reach the position of Group Captain VC DSO DFC. To make the task easier you can save your progress as you go along in the form of a flight log.

During flight there are two views, one from the cockpit window and the other an excellent instrument panel. You can switch between the two quickly although it becomes a bit of a pain. The graphics on the instrument panel are really superb but unfortunately the rest of the game is pathetic. The enemy planes look totally unrealistic and horizon update is so ridiculously slow it makes accurate flying most difficult. The sound gets highly annoying, the unrealistic high pitched whine going right through the head.

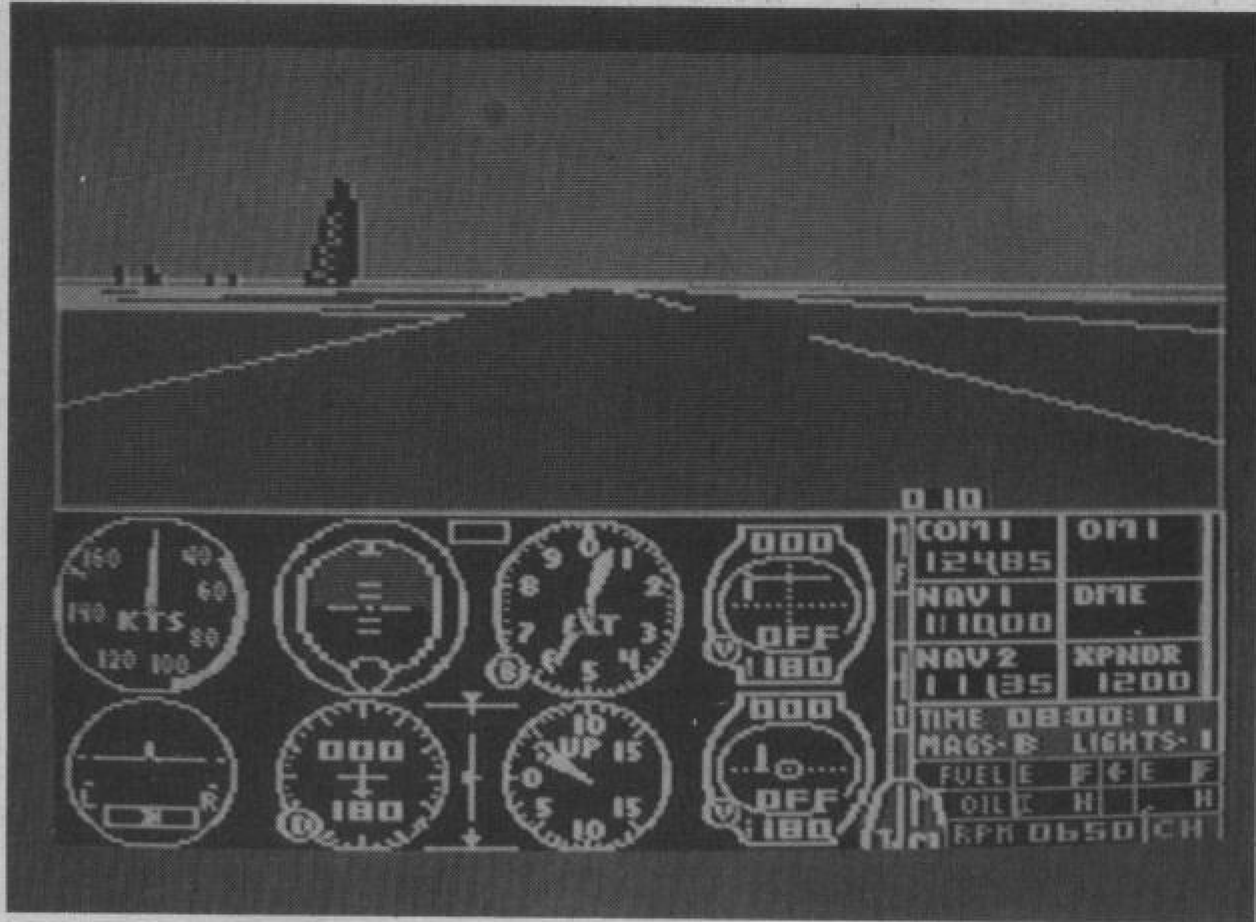
Graphics 50%
Interaction 67%
Authenticity 34%
Overall 33%

DAMBUSTERS
US Gold, £9.95 cass, £14.95 disk.

This is a really big seller thanks to its impressive graphics and sound. There are several screens of action and you take the role of every man that is needed to fly a Dambusting Lancaster bomber.

Each screen is accessed by using a number on the keyboard. Using all these screens you have to fly over to Germany in a simulation of the actual dambusting raid, blow up the dam and return home safely.

There are six screens inside the plane, pilot with a view out of the front of the plane, front and tail gunners, bomb aimer, navigator and engineer. If you switch to the pilot screen then you can actually steer the plane, allowing you to set a course or fly round enemy installations. On the navigator screen you are shown a large four-screen map of Europe which you have to uses to guide you to the dam. The two gunner screens are used when you're being attacked, you take control of the guns automatically as soon as you enter this screen, and you can shoot down enemy planes and barrage balloons. You can also take out the searchlights. The bomb aimer screen is only used when you are approaching the dam, using this screen then allows you to switch on the aiming lights and set the bomb spinning. The engineer's screen gives you control of the engine, when you're on this screen you can boost or lower the output of the engines and also switch them off or put a fire extinguisher on them if they've been hit.



FLIGHT SIMULATOR II

The program allows you to practise bomb runs, start over the English Channel or go for a full mission starting on Stanstead Airdrome. The graphics are excellent and well above the standards of a normal simulator and the sound is marvellous too. Overall this is one of the most gripping flight simulators to hit the market and certainly rises above most in its class.

Graphics 80%
Interaction 86%
Authenticity 82%
Overall 81%

FLIGHT SIMULATOR II
Sublogic, around £35 from various importers eg: Zoomsoft

Flight Simulator II has long been regarded as THE flight simulator on a home micro by those who have actually seen it. It was never officially released in this country, as no-one seems to have considered marketing it for some reason or other, but thankfully it isn't too difficult to get hold of through various importers.

Flight Sim II puts you in control of a Piper PA-28-181 Archer II single engine, non-retractable gear aircraft, and I mean **control**. There are an incredible range of controls and options — too many in fact for your average armchair pilot (I don't mean that in a detrimental way, as *FSII* is not really aimed at your average armchair pilot) — it's a **true** flight simulation in every way. From the packaging through to the program itself. The presentation is fabulous and the package comes complete with a Pilot's Operating Handbook and Airplane Flight Manual, a Flight Physics and Aircraft Control guide (with an introduction to aerobatics), area charts (of Seattle, Los Angeles, Chicago, New York and Boston), a flight reference card (with a summary of controls), some notes on the program and an ad for *Night Mission Pinball!*

The Pilot's Handbook is a rather thick manual that basically takes you through step by step stages on how to fly the plane. There's a complete run down on all the features of the plane and screen layout and instructions on how to fly around the world using the charts provided. There are even notes on environmental factors, turbulence (and how to cope with any adverse conditions), gliding . . . the list is nearly endless as the manual covers every aspect of flying that you could ever wish, and need, to know.

The program allows you to fly around the world and across American cities with full views of any prominent landmarks (which you can actually fly around!), for example the Statue of Liberty in New York. There is also a 'World War I Ace' option which gives you the chance to take part in a 3D aerial battle game involving bomb runs and dog fights with computer controlled enemy.

Controls are numerous and cover all those necessary and more. One or two joysticks can be used to manouevre the plane and the keyboard is used for other adjustments.

The view is the usual out of the cockpit one and the graphics are of the 3D vector variety. The update on the graphics is a little slow but doesn't affect the game too badly. Instrumentation is well defined and in abundance but is initially daunting to look at and comprehend. The instructions help here though, and soon you get to feeling at home with the whole thing.

The Flight Physics manual gives a full introduction to the properties of flying a plane and the terminology used. It also gives eight comprehensive flight lessons from turns to approaches.

Flight Simulator II is a truly wonderful flight simulator with plenty to see and do to keep you on your toes. It may seem very expensive but the quality of both package and game seems to justify its high price.

Graphics 91%
Interaction 99%
Authenticity 96%
Overall 98%

FLYER FOX
Tymac, £9.95 cass, £14.95 disk

Although not strictly a flight simulator, *Flyer Fox* merits some mention as it does put you in the flying seat of a fighter plane and is a flight sim of sorts. It is, technically, a shoot-em-up and it is for this reason that there aren't any flight controls other than the joystick (used to bank left and right, dive and climb or fire).

The object of the game is to protect a commercial airliner from a group of Mig fighters as it makes its way through international skies. You start with a

superb view of a grid-lined landscape and are taken up, through the clouds, to meet the jumbo face to face. Suddenly, a rather garbled bit of speech from the airliner tells you that it's under attack. You quickly consult your radar and find that four Migs are hacking their way towards the plane so it's off to battle . . . You have to destroy all enemy fighters in the area before your fuel runs out to move on to higher levels and faster and more aggressive fighters (they fire back)!

Instrumentation consists of a few dials and gauges as an aid to play. As well as the radar there is an artificial horizon indicator, a compass (to indicate your general direction and to help you locate the jumbo), and an altimeter. There is also a status line that gives you information regarding the condition of the airliner in the form of a small scrolling message on the instrument panel.

Occasionally there are radio transmissions from the jumbo to add to the atmosphere but even though the speech is rather unclear and poor, it does actually work effectively. Graphics are of a high standard on the ground but consist of little more other than a few planes in the distance and a detailed instrument panel.

Flyer Fox is a good shoot-em-up that will appeal mainly to arcade gamesters rather than flight sim fans.

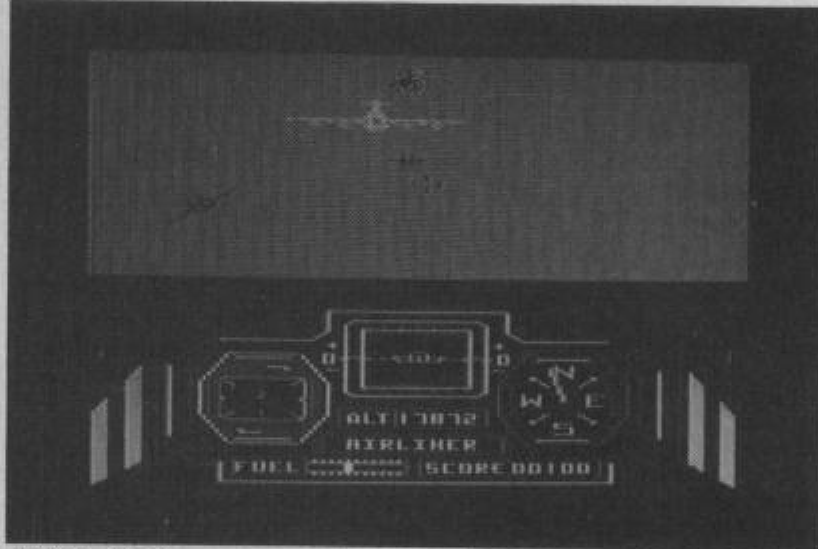
Graphics 79%
Interaction 64%
Authenticity 71%
Overall 70%

FIGHTER PILOT
Digital Integration, £9.95 cass, £14.95 disk

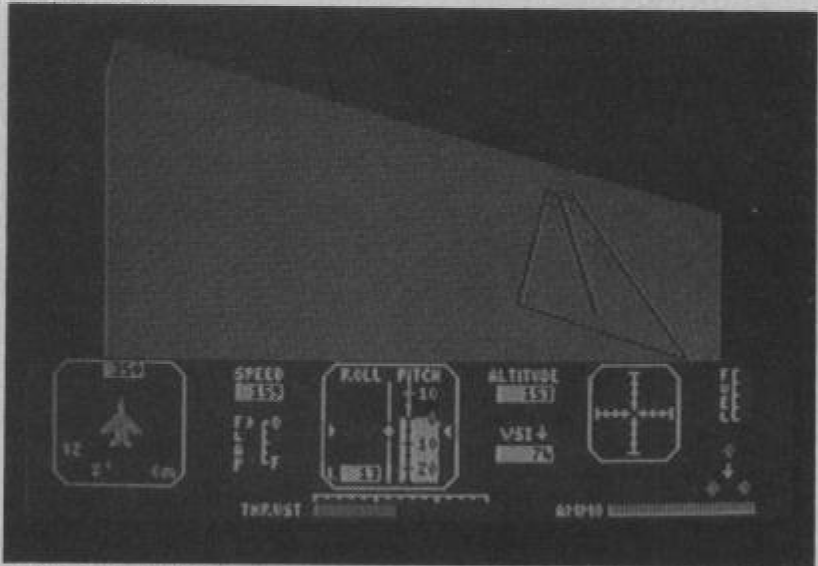
This is another jet simulator which follows a similar, if less complicated approach to jet flight than US Gold's *F-15 Strike Eagle*, even if it simulates the same plane.

The program has a three practice modes which can be chosen at the start of each game. First of all you can try landing practice. This mode puts you six miles away from the airport runway. Landing sounds quite simple — it's just a case of lowering your flaps, reducing throttle and keeping on course. Actually doing it is quite another matter, however. There are things like lowering the undercarriage at the right moment, adjusting with the flaps to compensate for the increased drag as well as everything else involved in landing, and all happening at high speed. Still, it gives you a good chance to get to know your way round the controls.

Flying training puts you on the runway and you have to take off. Taking off actually is a fairly straightforward task, simply put your throttles up to maximum and when you're hurtling down the runway at a fast rate pull



FLYER FOX



FIGHTER PILOT

back on the joystick.

The final practice mode is air-to-air combat. You start in the air just behind an enemy craft and once you've shot it down you can use your radar to seek and intercept any other intruding aircraft and if you find them shoot them from the skies. The practice mode also lets you land for rearmament and refuelling if you so wish.

The final mode is a fully fledged simulator mode. You start off on the runway of your own airfield and you have to patrol the skies around four airfields defending them from enemy attack. The bases are your own and outlying bases Tango, Delta and Zulu. You are alerted to any enemy planes and it's your job to seek and destroy them.

On the whole the simulator is quite exciting although the screen display itself is rather small. The graphic update on the horizon isn't too fast but doesn't detract from the game too much. There are four skill levels and you can also toggle blind landings, crosswinds and turbulence on or off to add a little spice and difficulty to the game.

Graphics 76%
Interaction 87%
Authenticity 78%
Overall 73%

SPACE SHUTTLE
Activision, £10.99 cass, £19.99 disk

The packaging that comes with this simulator is very impressive, the instructions being in a sort of flight manual booklet. These instructions, although comprehensive have a short precis at the bottom of each page for those who aren't too keen on bulky reading.

Also included in the packaging is an informative booklet about the actual Space Shuttle itself written by a real Shuttle pilot.

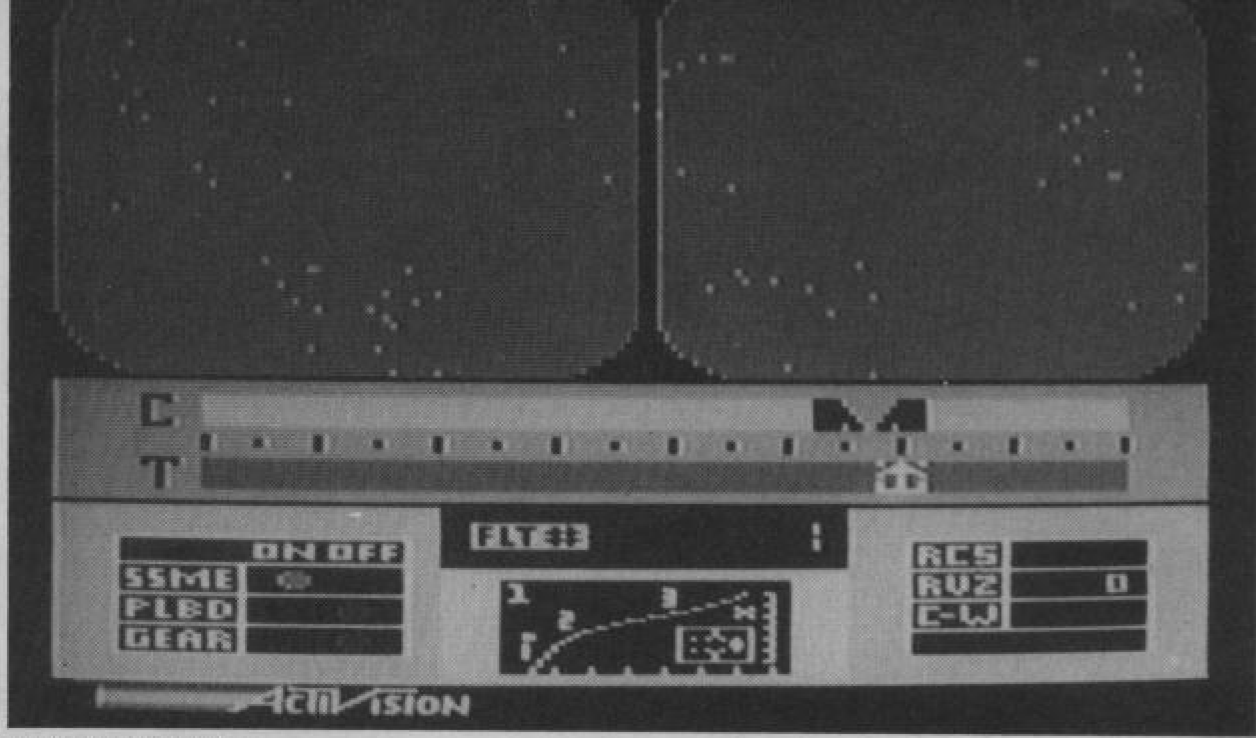
The simulation has three settings, a demo mode, shorter (mainly computer controlled) flight and a fully fledged manually controlled flight mission.

The idea of the simulator is, starting on the launch pad, to blast into space and dock with a satellite, fix it, return to earth safely and land. When you start the simulation you have a view-through-the-cockpit, the only trouble is all you can see are clouds. This is because you're pointing straight up in the air! To start, initiate the countdown and start the rockets and boosters at the correct time to blast off. If you do that correctly there's a minute's wait until you get into orbit — a really good series of effects which add a lot of realism to the game.

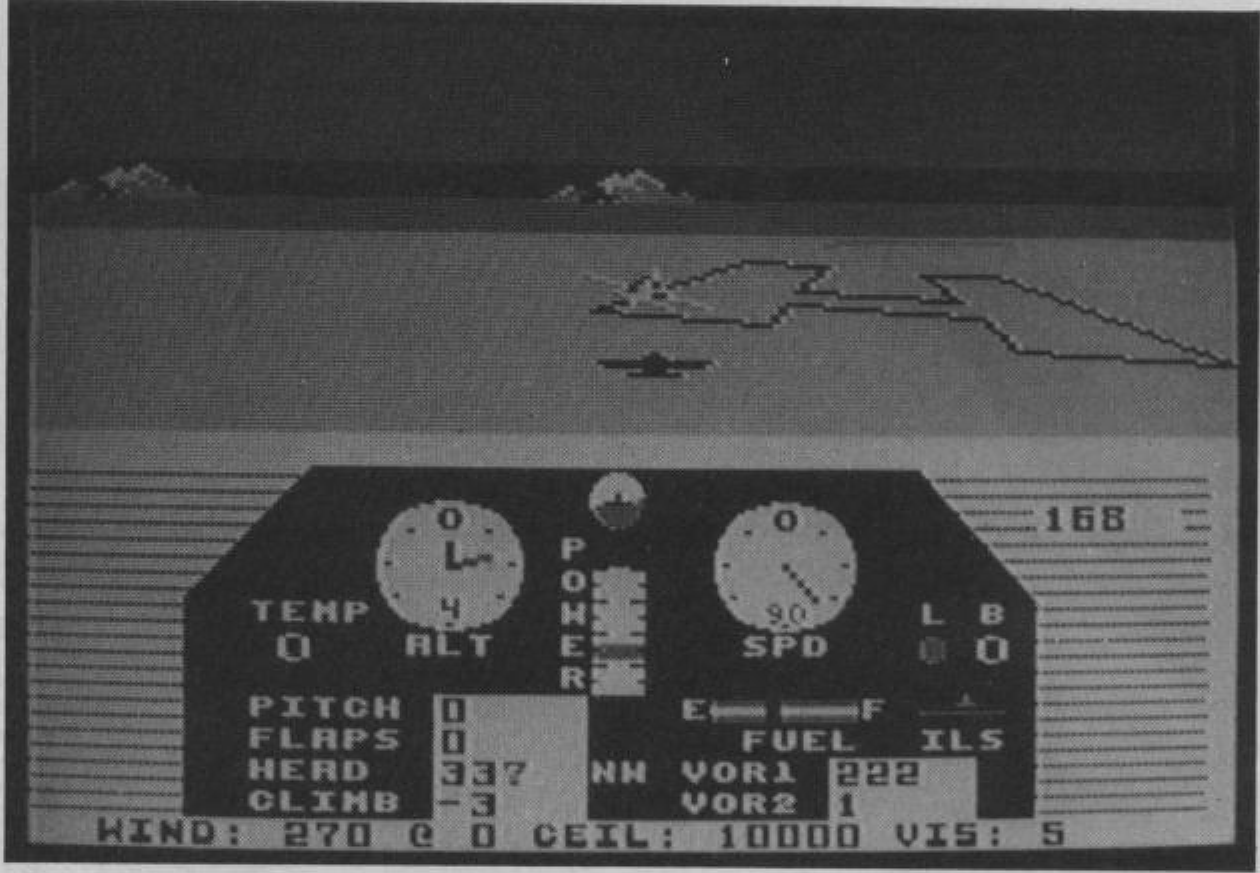
Once you're in orbit you've got the difficult task of locating the satellite and getting into the same orbit as it is using. Once you have done that, then you can open up the cargo bay doors and bring it in. Coming down from orbit to earth is a tricky operation and requires much skill to stop the shuttle from burning up.

Overall this is a very classy and much underrated flight simulator that provides a great deal of challenge, excitement and realism It's definitely the best shuttle sim on the market and one which deserved a lot more credit and coverage than it received!

Graphics 87%
Interaction 86%
Authenticity 88%
Overall 87%



SPACE SHUTTLE



SOLO FLIGHT

SOLO FLIGHT
US Gold, £9.95 cass, £14.95 disk

This is a highly unusual flight simulation since it has a novel and exceptional screen display. Instead of the usual view-through-the-window that most flight sims have there's a view of your instrument panel with a 3D view outside your plane, rather like *Zaxxon*. You can see your plane as it flies, banks and twists and you can also see the landscape, complete with mountains, airfields and landmarks. Landing and take off are made much easier by this display and although not totally realistic it gives an unusually good impression of flying and one to which you can really relate.

There are three very big maps to fly round and you choose which one to tackle. To add a little variation and challenge to your flights there are mail runs that you can try to tackle and which involve quite a bit of skill. Starting from a certain point you have to carry mail from airfield to airfield in a certain amount of time. You have to watch your speed and fuel consumption and also be able to navigate properly to complete your objectives.

The graphics are certainly very colourful with nice scenery (especially when you fly down the Grand Canyon) and the plane sounds realistic. With the novel touches and the excellent type of view of the plane this flight sim is really worth the money.

Graphics 87%
Interaction 88%
Authenticity 76%
Overall 86%

There are so many flight simulators on the 64 that it isn't possible to get them all done at one go! So we'll be taking a quick look at a few more in next month's issue of ZZAP! — Flying even higher . . .

('Gosh Gary — that last phrase was a bit corny coming from you, wasn't it . . . ?'
'Sorry, -Ed, but I have been up all night to get it finished.'
'Aha, that's why it wasn't possible to get them all done at once .')

Voices fade quietly into the early morning Ludlow air as a Phantom jet fighter from the base near Shrewsbury crashes low overhead.

L.A. TO N.Y.

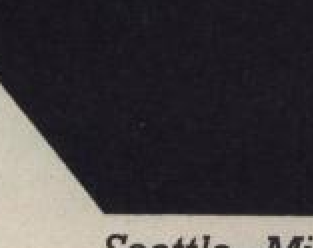


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ZZAP! READERS'
FOR SEPTEMBER

1. *(1)* **ELITE** (16%)
FIREBIRD £14.95 cass, £17.95 disk
ZZAP! rating 92%

2. *(—)* **WAY OF THE EXPLODING FIST** (11%)
MELBOURNE HOUSE £9.95 cass
ZZAP! rating 93%

3. *(2)* **PITSTOP II** (11%)
US GOLD £9.95 cass
ZZAP! rating 91%

4. *(3)* **INTERNATIONAL BASKETBALL** (7%)
COMMODORE £5.99 cass
ZZAP! rating 93%

5. *(4)* **INTERNATIONAL SOCCER** (4%)
COMMODORE £14.95 ROM
ZZAP! rating 90%

6. *(12)* **ENTOMBED** (4%)
ULTIMATE £9.95 cass
ZZAP! rating 93%

7. *(5)* **IMPOSSIBLE MISSION** (3%)
US GOLD £9.95 cass
ZZAP! rating 92%

8. *(6)* **BOUNTY BOB** (3%)
US GOLD £9.95 cass
ZZAP! rating 92%

9. *(8)* **SHADOWFIRE** (3%)
BEYOND £9.95 cass
ZZAP! rating 91%

10. *(16)* **DROPZONE** (2%)
US GOLD £9.95 cass
ZZAP! rating 95%

11. *(10)* **GRIBBLY'S DAY OUT**
HEWSON CONSULTANTS £7.95 cass
ZZAP! rating 90%

12. *(5)* **BOULDERDASH**
MONOLITH £9.95 cass
ZZAP! rating 82%

13. *(22)* **THEATRE EUROPE**
PSS £9.95 cass
ZZAP! rating 94%

14. *(25)* **BRUCE LEE**
US GOLD £9.95 cass
ZZAP! rating 71%

15. *(11)* **SPY HUNTER**
US GOLD £9.95 cass
ZZAP! rating 83%

16. *(14)* **CAULDRON**
PALACE £7.99 cass
ZZAP! rating 87%

17. *(—)* **KIK START**
MASTERTRONIC £1.99
ZZAP! rating 90%

18. *(—)* **BEACH HEAD II**
US GOLD £9.95 cass
ZZAP! rating 90%

19. *(21)* **SPY VS SPY**
BEYOND £9.95 cass
ZZAP! rating 88%

20. *(26)* **SOFT AID**
VARIOUS £4.99 cass
ZZAP! rating 83%

STOP 30

21. *(17)* **RAID OVER MOSCOW**
US GOLD £9.95 cass
ZZAP! rating 86%

22. *(—)* **INTERNATIONAL TENNIS**
COMMODORE £5.99 cass
ZZAP! rating 86%

23. *(19)* **EVERYONE'S A WALLY**
MIKRO-GEN £9.95 cass
ZZAP! rating 82%

24. *(23)* **AIRWOLF**
ELITE £7.95 cass
ZZAP! rating 88%

25. *(—)* **FRANK BRUNO'S BOXING**
ELITE £8.95 cass
ZZAP! rating UNRELEASED

26. *(—)* **THING ON A SPRING**
GREMLIN GRAPHICS £7.95 cass
ZZAP! rating 93%

27. *(—)* **FOURTH PROTOCOL**
HUTCHINSON £12.95 cass
ZZAP! rating 95%

28. *(24)* **WORLD SERIES BASEBALL**
IMAGINE £8.95 cass
ZZAP! rating 87%

29. *(—)* **SUMMER GAMES**
QUICKSILVA £14.95 cass
ZZAP! rating 90%

30. *(—)* **HYPER SPORTS**
IMAGINE £8.95 cass
ZZAP! rating 91%

NEW ZZAP! CHART VOTING SYSTEM

With last month we changed the way you vote for the TOP 30 CHART. This was to simplify matters when it came to collating the results. Similarly, we changed the awarding of prizes for the three people who accurately predicted what the top 3 places would be in the following month's chart, simply because this was an illegal system and should never have happened in the first place (it's a form of gambling).

Below is the new form which asks you to list your five favourite 64 games in order of preference. We will award five points to your number one vote, four to your number two vote and so on down to one point for the fifth. From all the forms received in the month of writing, the Top 30 chart will be compiled.

BIGGER AND BETTER PRIZES!!

To replace the previous prize system, we will now be placing all the forms in a large box and drawing them every month. The first form out will earn its writer £40 worth of software of their choice, plus a ZZAP! T-shirt. The next four drawn will receive a ZZAP! T-shirt and a mini-subscription of 3 issues of ZZAP! 64. Should you already be a subscriber, then your existing subscription will be automatically extended by three issues. So don't waste any more time reading this — get on voting for your top 64 games and give yourself a chance to win some software!

THIS MONTH'S WINNERS

Winner: Steve Carr, Eastbourne, E Sussex; **Runners up: I Benjelloun**, Welwyn Garden City, Herts; **Talib Yousry**, Sanderstead, Surrey; **Frank Mallia**, London E19; **Osman Sidik**, Blackburn, Lancs.

ZZAP! 64 TOP 30 VOTING COUPON

(Please write in block capitals)

Name ....

Address ....

....

....

Postcode ....

If I win the £40 worth of software, the games I would like are:
Game (and software house)

My T-shirt size is S/M/L

I am voting for the following five games:

1 ....

2 ....

3 ....

4 ....

5 ....

ZZAP! TOP 30, PO BOX 10, LUDLOW, SHROPSHIRE SY8 1DB

ZZAP! COMP



FANCY A FREE HOLIDAY?

Play Jack Charlton's 'Spot the Fish' with Alligata and you could be in with a chance!

ALLIGATA have decided to mark the launch of their game JACK CHARLTON'S MATCH FISHING with a competition, open to all ZZAP! readers between the age of 9 and 21.

It's not that we're being ageist, chaps and chapesses, but if you win the first prize — an adventure holiday — you'll just have to fit into that particular age range. Comparative youngsters and oldsters can still enter this competition, but they will have to be excluded from winning the First Prize.

The second prize is not to be sneezed at — a full set of fishing tackle, and fifty runners up will pick up a copy of the board game version of JACK CHARLTON'S MATCH FISHING. Not a bad deal all round — you only have to be a ZZAP! reader to enter, and needn't actually own a C64 to enjoy your prize if you win!

Printed on the opposite page is a selection of little swimmy beasties — but they're nameless. What you've got to do is discover the correct name for each of the denizens of the deep weedy water illustrated on the competition coupon, AND work out which of them doesn't feature in Jack's Game. But to make it easier for you, poor dears, slaving away at all our competitions, we've even printed the names of fifteen fish to help you get your hooks in!

Out with those illustrated guides to the finned world, and get on with a bit of scale-spotting. . . .

RESCUE ON FRACTALUS

Activision, £10.99 cass, £19.99 disk, joystick and keys

Rescue on *Fractalus* has been out and about on the Atari for quite a while now and, under the alternative name of *Behind Jaggi Lines*, has become almost legendary and a game which a threatened Atari owner could always show a doubting Commodore owner and say 'look at THIS then chum'!

Quite right he'd be too, but now Activision have secured the rights to the Commodore conversion . . . but does it stand up to the Atari version at all?

Fractalus puts you in a seek and rescue situation. Starting from an orbiting mothership you blast down to the surface of Tepidi Vad Neroleil Rahcri, a barren planet in one of the darker sectors of the galaxy. You have to seek and rescue pilots who've crashlanded and been stranded on the surface, surrounded by the marauding J'Haggari Kachatki, an evil bunch of intelligent thingies who aren't too keen on the human race.



Luckily your Valkyrie fighter is equipped with all the latest instruments to help you in your task. Anti-Matter Torpedoes (AMB's) can be fired from the front of the craft and, if they're on target, will destroy anything including heat-seeking missiles and gun emplacements. To protect you from enemy fire and crashing into the rocky surface is a Driac mirror shield, this is indicated by an energy bar, if it reaches zero then the next hit from a laser blast or bump into a rock will destroy the craft.

You also have the newest weapons warning system and radar scanner available and during the game these are vital to your survival.

When you fly down to the planet the first thing that strikes you is what a totally miserable place it is. The atmosphere isn't so fresh either, in fact it's Cyanitric acid gas — not something to be sniffed at by any means. The surface is horribly mountainous with towering peaks and thin canyons which you have to negotiate to reach some of the pilots.

On the surface are gun emplacements that fire laser beams and heat seeking missiles which drone around and home in on your craft. If a laser blast or missile hits you then you'll get a considerable amount of energy knocked off your supply.

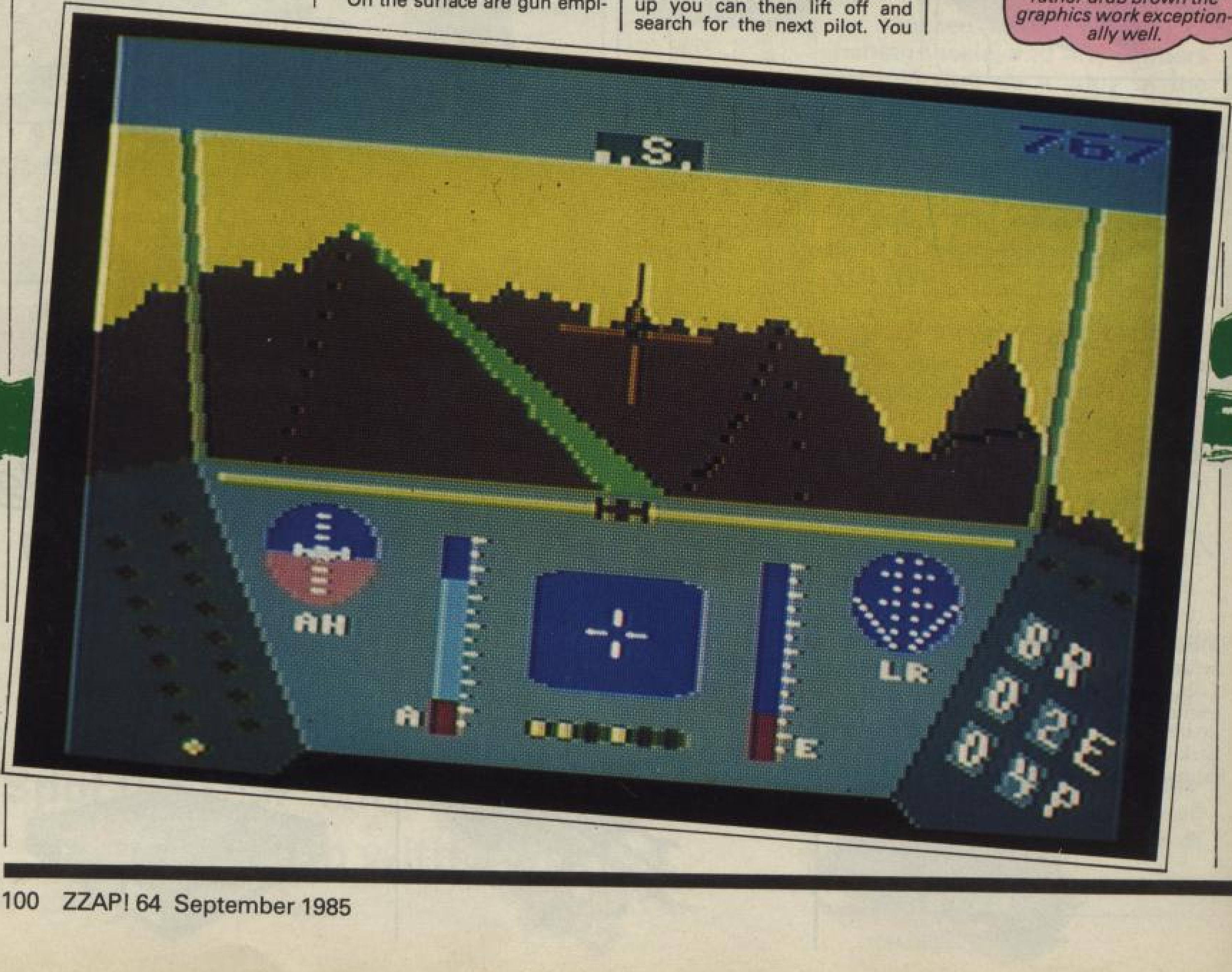
When you pick up a pilot on your scanner move towards it, although be careful of any jutting outcrops of rocks. When you get near enough to it the blip on the scanner will flash. Land and switch off the external shield — if you don't then the pilot won't emerge from his wrecked ship. Once the shields are off the pilot will run towards you in perfect 3D, walk round the back of the ship, climb up the stairs and bang on the airlock door. If you open the door he'll climb in and the door will shut automatically. Be careful of not switching on your shields when the pilots are outside — this will kill them. Leaving a pilot outside is a good laugh, he/she gets really cheesed off and eventually practically smashes the airlock door in.

Once a pilot has been picked up you can then lift off and search for the next pilot. You have to collect a certain amount of pilots on each level, the higher the level the more pilots you have to collect. Once enough are collected, you can return to the mothership, although you can stay and pick up more pilots for a bigger bonus.

On really high levels you have to start rescuing pilots on the south side of the planet, the side always shrouded in darkness



The Atari legend has at last been converted to the 64, and it's a perfect copy too. The sensation of flying through the canyons and over the mountain ranges is really exhilarating and although the colour is a rather drab brown the graphics work exceptionally well.



where there isn't enough light to activate your visual display and where instrument flying is a necessity.



The game itself is quite easy on very low levels but soon becomes a real toughie, especially on levels higher than sixteen where night flying becomes a necessity. The sound during the game is nice and atmospheric with different warning sounds, laser blasts, drone of missiles and when you're picking up a pilot — nice touches like footsteps clanking up the stairs, thumping of fist on airlock and whoooosh as the airlock opens and closes. I thoroughly enjoy playing this, although I can see that some people might well find it boring to play. Try it before you buy it but I'd strongly recommend that you DO try it.



This is a real classic! Ever since I heard the rumours of a game called Behind Jaggi Lines *on the Atari I've been dying to see it. At last I have and I wasn't disappointed. The game has really marvellous 3D graphics and you get a good, realistic feel as you zoom down a canyon. The effect of the pilot running towards the ship is excellent . . . although sometimes it's not a pilot . . . There's plenty of challenge and the multitude of levels should keep advanced players happy. Great stuff!!!*



From the start this game impressed me as an authentic space craft simulator on exactly the same lines as the older Atari version. The graphics are quite impressive though slightly lacking in colour and variety, the landscape being continuous dull brown mountain ranges. The handling of your craft is quite tricky but a great deal of help is provided by the detailed instrument panel, additionally it also provides an accurate radar screen on which to trace the stranded pilots.

As you travel over the mountains or along the ravines it is difficult to judge the distance of your craft from the sides of the valley and from the mountain peaks, your only indication of contact and damage caused being a small orange light on the right of the control panel. Bonuses are obtained by collecting extra pilots or by destroying heat seeking missiles and the few flying saucers that appear which means the game requires a skillful touch. After my first game I found it enjoyable, exciting and addictive and have returned to it for many more games.

GET IT RIGHT
There are quite a few controls on the panel under the cockpit window and all play a vital role in the game.

ALTIMETER
There are two bars on the altimeter itself, one blue and one red. The red one indicates the height of the actual landscape as you fly over the rocky peaks and the blue one indicates your height. If the blue bar disappears then it means you're scraping along the surface of the rock.

ENEMY INDICATOR
This blue screen is situated in the centre of the control panel and has a cursor in the middle of it. It will pick up anything alien and indicate it on the screen as a blob. Move the craft until the cursor is over the blob and fire. If you have got it right then the enemy thing will be destroyed.

ENEMY LOCK-ON
This series of dots at the bottom of the screen tell you if the enemy are tracking you. They do this by picking up stray radiation from your craft. If they lock on successfully then all dots will be lit and they will fire at you accurately and your energy will diminish swiftly. To evade lock-on fly erratically until the dots flash randomly.

LONG RANGE SCANNER
This is a radar and has to be used as you fly around. It will indicate the presence of any stranded pilots and show them up as a blip on the scanner. You can then direct the craft towards the pilot and move close enough to be able land and pick him/her up.

ENERGY BAR
When you blast down to the planet's surface you have a full quota of energy. If you hit the sides of a canyon, top of a mountain or get hit by an enemy laser or missile then you'll have energy knocked off your total. If this energy reaches zero then your craft will explode and the game will end.

Presentation 88%
Good options, controls and instructions.

Graphics 92%
Fast and furious with . . .

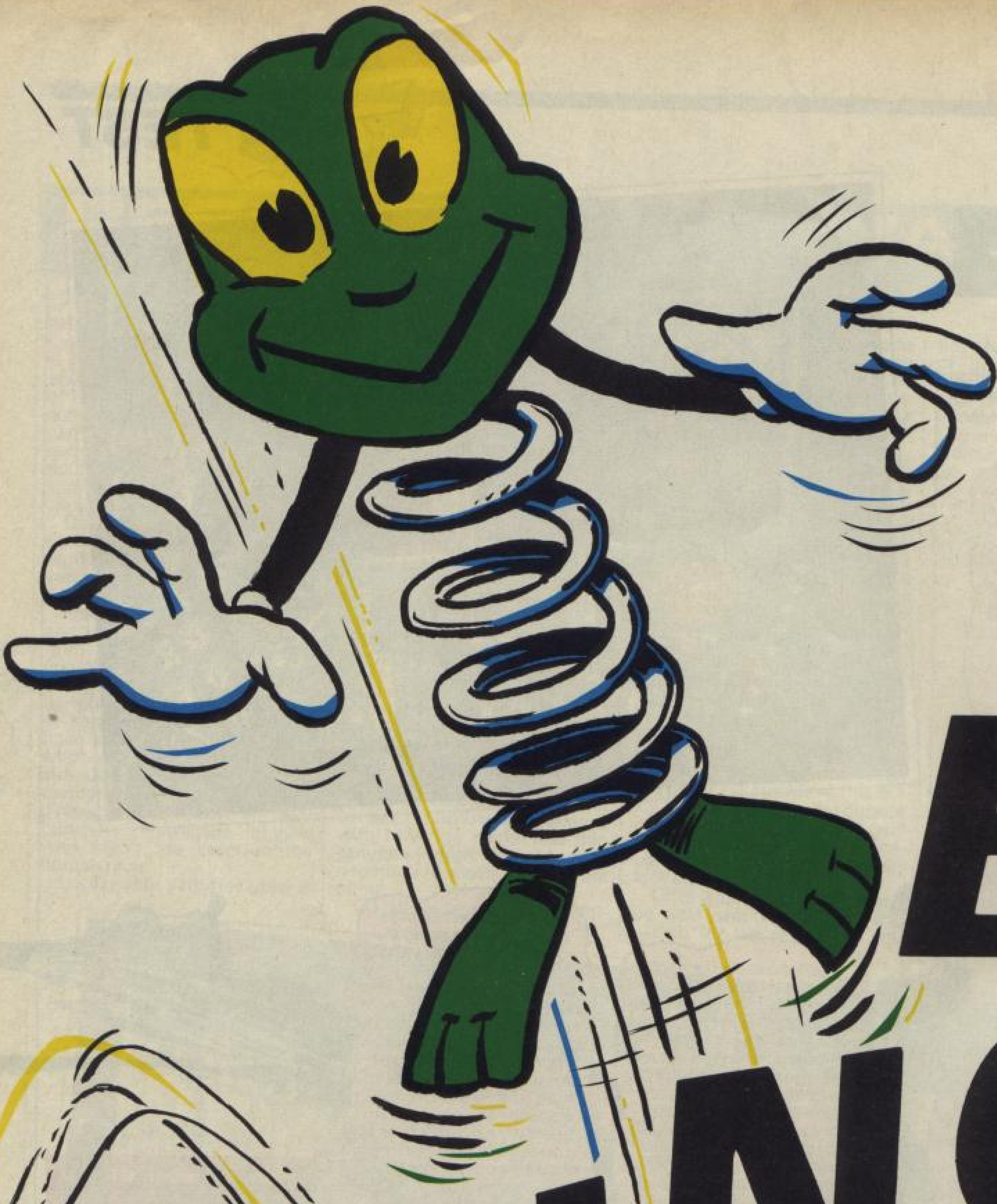
Sound 80%
. . . Cool tunes and FX.

Hookability 92%
Superb controls and flying effect make the action addictive.

Lastability 86%
Sixteen levels and plenty of blasting interest.

Value For Money 85%
Would be nice if it was a bit cheaper but it's still worthy.

Overall 91%
Excellent shoot-em-up that has been worth the wait.



BOING

B G

Name

OINGGG! GG!

e That Thing and Win

COMP

None of this boring 'Time for Bed' stuff from Gremlin's THING ON A SPRING, oh no. And he's a hundred times more appealing than any other bouncer I know.

Spring propelled he (she, or indeed maybe it) certainly is, but the game's all-action boinging — programmed and played in sensual Bouncearound.

Leaping through the corridors and rooms in a decidedly hostile factory, avoiding the meanies, it is your task to find and collect together the pieces of a jigsaw which will save the known universe — well the captive toys — from a fate worse than death.

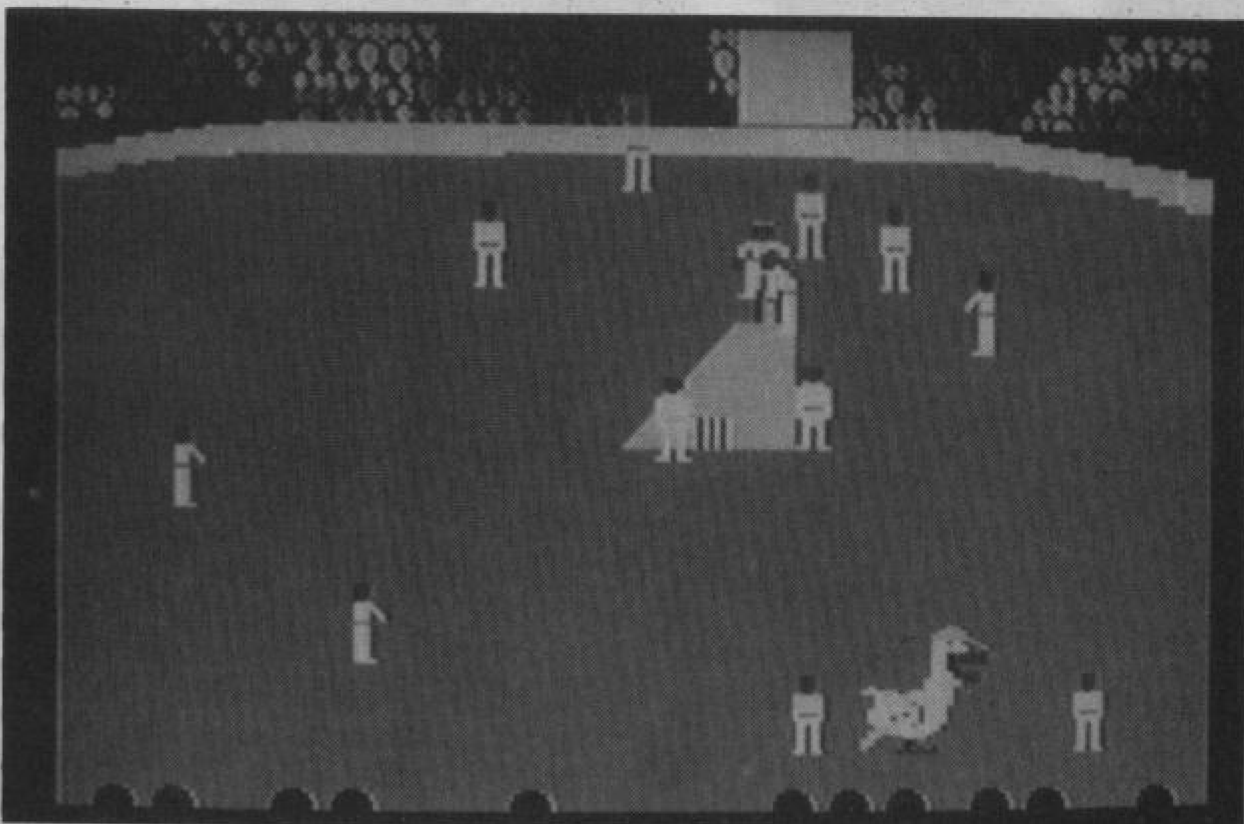
Poor old Thing . . . expected to risk rust, and having to endure all manner of hardships on the quest to save the toys, the fellow hasn't even been given a proper name.

As a Competition Minion, I fully sympathise with the chap's plight . . . and as GREMLIN GRAPHICS are offering 100 limited edition THING ON A SPRING T Shirts to ZZAP! readers, I feel the only honourable thing is to get you to dream up a name for the cute little green bouncer.

Send your entries to NAME THAT SPRING, PO BOX 10, LUDLOW, SHROPSHIRE, SY8 1DB to arrive by 12th September. The hundred best thingie names will win a Limited Edition T Shirt for the senders. Get naming!

IAN BOTHAM'S TEST MATCH

Tynesoft, £9.95 cass, 2 joysticks





It's inevitable that comparisons will be drawn between this and Graham Gooch's Test Cricket. For a start off it is one pound more to buy... The main difference in the game is visual, here the whole field as well as the pitch is shown, which means the characters are much smaller. They are also even blockier and the animation is very limited resulting in an unsatisfactory feeling from the game. It does offer more control of the various players, especially in the fielding department, but this is negated by how finicky it all is and is not helped by the cramped graphics resulting from fitting in the whole field on screen. The crowds beyond the boundary are merely small circular shapes that sort of flicker and change colour when they applaud — very unconvincing, it might have been better to ignore them altogether. The sound is okay, usual bonks from bat and ball, a sudden, unconvincing rush of applause that fades quite realistically however, and a strident little tune between overs. I didn't find the game particularly enjoyable, and the price drawback makes it a poorer buy than GGTC and I think the really serious drawback is that you do have to have two players, each with their own joystick.

Being the season, it isn't unreasonable to expect some cricket simulations, and indeed there are two this month, both endorsed by famous names.

Ian Botham's Test Match offers various length games to 2 players only, controlling either the home side or the visiting team. The three games available consist of Limited (sixteen 6 ball overs), One Day (thirty two 6 ball overs) or Test Match (unlimited overs, 2 innings per player). The computer provides an 'armchair team' but there is an option to select and name your own team players to make up your side. Unlike *Graham Gooch's Test Cricket*, the bowling player may set the field (except for the wicket keeper and bowler of course). This allows for the type of bowling you intend to use and takes account of the batsmen's styles. Once placed, the fielder must remain where he is until the end of the over.

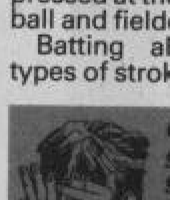
Bowling comes in four styles, fast, medium, bouncer and spin and these are selected before each over for all six balls, although you can change your mind if you wish with a reduced chance of success of getting a wicket. The four directions of the joystick determine which of the four types of ball you will bowl. Having selected a type of ball, the bowler is activated by pressing fire and the computer takes over.

As soon as the bowler has delivered a ball a red cursor appears on screen below the bowler's wicket. This can be moved to a fielder and pressing fire will put that fielder under joystick control so that the player can attempt to stop the ball resulting from the batsman's stroke. To actually collect the ball, the fire button must be pressed at the exact moment the ball and fielder 'collide'.

Batting allows for several types of stroke, again by the direction of joystick movement combined with timing of pressing fire. Once fire is pressed, the stroke will be taken and you cannot change your mind, but there is a short space after the bowler delivers for the batsman to assess the stroke to be played. A run is taken by pressing fire after the hit and each run taken requires a successive press of the fire button when the batsmen reach the crease or by holding it pressed all the while.

The standard means of getting a batsman out are employed, ie bowled, caught, run out, caught behind, stumped or LBW.

Between overs the screen cuts to the scoreboard and then allows reselection of fielder placing and bowling type.



OH dear! What's gone wrong? The graphics are a bit wobbly with the little stick men standing statically around the pitch. The bowler looks like an epileptic and the batsman is about as mobile as the stumps. Gameplay is so finicky that it completely ruins the game; bowling is made hard by the high speed cursor and the timing on the batting is so tight that it's ridiculous. The gameplay overall is slow and it's just not as good as the other two cricket competitors, Tim Love's and Graham Gooch's cricket. Sound is rather minimal too with the crowd sounding like a lavvy's just been flushed and a few clicks and clocks. I think Ian Botham's better off on grass than he is on screen.



Another cricket game to be released this month and it is a sort of a cross between Tim Love's and Graham Gooch's only worse than the two of them. There are some nice attempts at some new play features that don't really work as the players are too small. For one, I like the touch with the duck when a player is out for no score. I also like the OWZAT! bit with OWZAT! printed in dirty great letters, with a cricket ball for an 'O' and a member of the crowd jumping up with excitement. One of the better tries at a cricket game that has failed rather badly mainly due to over awkward control and poor on-screen presentation.

Presentation 78%
Some detailed instructions but poor to look at and difficult controls.

Graphics 34%
Small, indistinct and poorly animated.

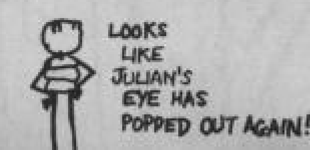
Sound 31%
Not a lot to have in cricket but there are a couple of bits of 'music'.

Hookability 42%
Very finicky to play and get into.

Lastability 36%
Fans of the game will probably find it boring.

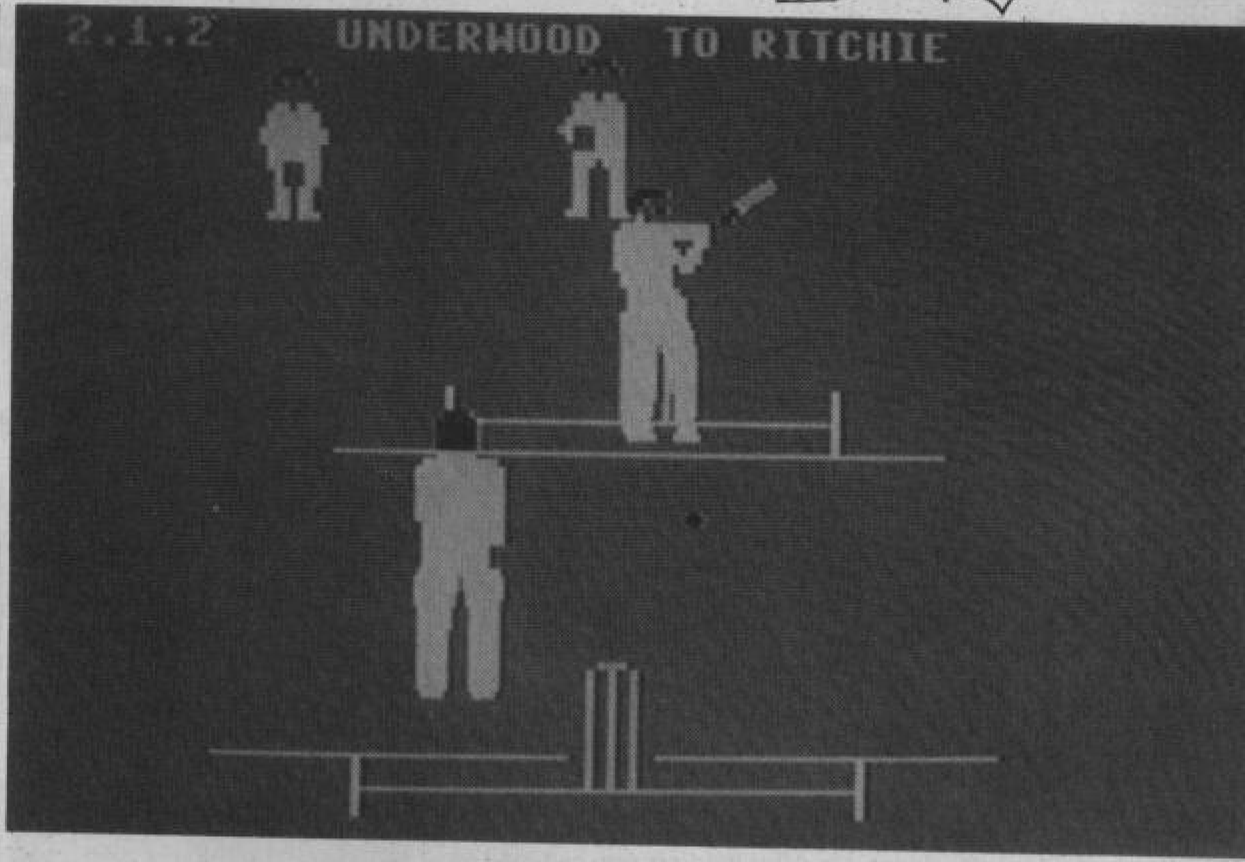
Value For Money 30%
Over priced for what it offers.

Overall 32%
Even cricket fanatics probably won't be impressed.



GRAHAM GOOCH'S TEST CRICKET

Audiogenic, £8.95 cass, joystick only



Cricket simulations on the 64 have been few and far between and apart from *Tim Love's Cricket* and *Ian Botham's* there have been no really notable ones.

Cricket simulations are quite a difficult thing to do, since the game itself is a slow and leisurely one (despite recent developments in one day cricket and and equipping players with futuristic protective clothing to induce a feeling a fast danger into the game), but Audiogenic have added a little action to spice it up.

GG's TC has two playing modes — simulation and arcade. With simulation one or two players can play but in mode arcade it's only the one player that can take part. When you want to play you first have to decide how long the match will actually be; 40, 55 or 60 overs each side. If you're in arcade mode then there's a choice of nine levels of the computer to battle against. There's a squad of twenty men from which to choose your team, although you have to be careful to choose all the correct members of the team (ie skills in wicket keeping, bowling, batting etc), otherwise the team can't play properly.

When you choose simulation you don't actually take part as such. You can choose your team with fast/slow bowlers etc and can make tactical changes within your team but once started it becomes a sit-back-and-watch strategy game with some interaction. If you are bowling then you can choose between the bowler attacking on the offside or the legside. If you're batting then you can choose between defensive, normal or aggressive play.

Arcade mode is entirely different, you actually take part in a test and bat and bowl as in real life. When bowling you have to move the joystick from side to side 'Decathlon' style to make your bowler deliver a fast and hard ball. If you want a slow delivery then just slow up the toggling for a bit.

When you bat you have to manoeuvre the batsman to a good position and strike the ball by a timely press on the fire button. If you get your stroke right then you'll knock the ball for some runs. Get it spot on and you get a four or even a six.

Throughout the game the score is shown after each over or when a batsman is out. There is also another feature which allows cricket teams to be loaded in so you can play all your favourites — old or REALLY old.



There are obviously lots of cricket fans — they're a breed apart! I have to admit I'm not in their ranks, and that does make it a bit hard to review a game on the subject objectively. Some sports lend themselves to arcade games rather well, but I feel cricket falls more into the strategy†simulation area — something which makes it even more boring for the lesser cricket fan. Audiogenic have here provided a game to suit both tastes, while at the same time using the 64's graphics capabilities to provide large characters (cricket's been quite a popular theme on the Spectrum where such extravagant animation is a bigger problem). Unlike Ian Botham, GG's TC *opts for a presentation that is familiar to TV cricket watchers, with an over-the-bowler close up view of the action, cutting to longer views of the field when a batsman hits a long shot to the boundary. While the players are a bit blocky looking, their movements are realistic enough. After a bit of getting into the game I came to enjoy it in arcade mode — simulation mode, I must say, seemed a bit pointless — and I think this will prove popular with cricket fans and may even tempt some philistines. I think it only fair to rate it on its merits as a game that must have specialist appeal.*



This gave me the impression of being more of an 'arcade' person's sort of cricket than say Tim Love's Cricket. *After a fair few plays I wasn't too impressed as it was rather slow and didn't allow a great deal of interaction. The graphics are slightly blocky and not exactly that well animated but I feel they work well. Not having any true control over fielding is a bit silly and disappointing but the game is still quite playable. Graeme Gooch's is a brave attempt at a new style of cricket game that gave me initial high expectations but unfortunately didn't quite live up to them.*



A decent cricket simulation seems to be a difficult thing to achieve on the 64 and to me this is about the best one yet. Although having some annoying touches like not being able to control your fielders it does have some very good ones. Bowling and batting is quite good fun, especially with the wiggle technique and the game is extremely easy to use for those uninitiated to cricket games. The graphics aren't TOO bad although I think they could have been improved upon quite a bit. Sound is pretty poopy with a few clicks, clocks and shhhhhhhhhh's from the crowd when you do something clever and there's also some speech. The gameplay isn't too bad and overall it's quite a good simulation. The only trouble is that it does get rather boring.



Presentation 86%
Two types of games and two player option.

Graphics 63%
Not superbly animated but sufficient.

Sound 32%
Not a lot.

Hookability 69%
A good cricket simulation.

Lastability 81%
Level nine of the computer is a real toughie.

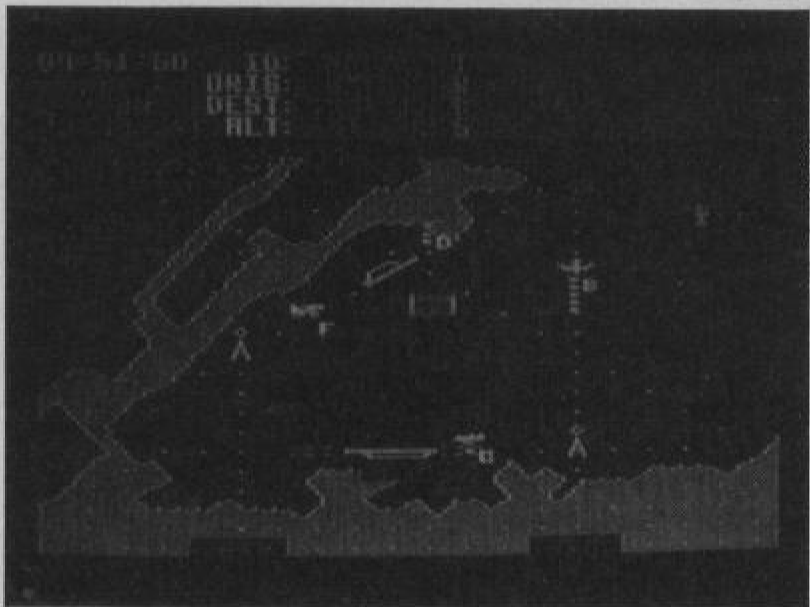
Value for Money 72%
Has quite bit to offer to cricketers.

Overall 73%
The best cricket simulation yet.

ZZAP! TEST

KENNEDY APPROACH

US Gold/Microprose, £xx.xx disk, joystick only







Air Traffic Control is one of the world's most demanding professions. Every minute in the tower a Controller is called upon to make life or death decisions for thousands of passengers and crew-members . . .

So starts off the introduction in the booklet to this new simulation from US Gold. ATC Simulations are not everybody's cup of tea, high speed action is not the order of the day, but lightning fast thinking often is. *Kennedy Approach* offers you the opportunity to test out your suitability for this 'demanding' job at five different American airfields, **Atlanta**, Georgia, **Denver**, Colorado, **Dallas-Fort Worth**, Texas, **Washington**, DC and finally the nightmare to end them all, **Kennedy-La Guardia**, New York, New York.

After loading, you can load an already saved game from disk or watch a demo. Starting a new game is done by selecting a skill level (1-5) and a city from the 5 available. Then it's time to log onto the computer with your password. These are supplied in the booklet.

Various displays are available to you in your job as controller. The Control Area Map, which shows the overall control area for the airport, is the largest part of the main display. This is overlaid with a grid of dots (1 mile apart), brighter ones denoting normal air traffic lanes. There are entrance and exit fixes marked, the places where flights usually enter and leave your area, as well as the Approach VOR Tower, a beacon around which flights are made to 'hold' or circle until a landing slot is arranged for them. Codes for the various planes in your area are also indicated, with a separate graphic to show the three types used in the simulation, light planes, jet airliners and Concorde. Another vital indication is given with terrain features, restricted flying areas and weather conditions.

Above the map is the Command Line, an area of information in text form. Messages from yourself to a plane are displayed here as is the pilot's response. There is also a Flight Plan section for every plane in your area. They are designated by an ID which is made up of two letters (first letter of origination and first letter of destination) followed by the plane's altitude in thousands of feet. A clock measuring real time tells you how long you are into your shift, which must end on the dot, so you experience all the real pressure of the job! Finally, there is an Alarm Area where dangerous situations are reported.

Issuing commands to a plane is made simple with the joystick. There are two ways of establishing contact; you can either type in the ID number or you can use the joystick to move a cursor over the aircraft's symbol on the map. Communicating instructions about height, heading and speed is done in a similar way, by moving the joystick left/right or up/down until the required figure appears between the arrows in the Command Line. When your message is transmitted you hear it as well as the pilot's response.

Kennedy Approach contains a large number of variables to make the simulation as realistic as possible, and the object overall is to promote yourself from the 'graveyard' shift at Atlanta to handling the two New York Airports on skill level 5. The complexities it offers make it impossible to cover them even slightly in a review!



This is the only air traffic controller program I've seen other than Hewson's Heathrow ATC. It's one of the few games I've played where the speech is more than a just a gimmick as it actually makes the game as good a simulation as it is. The quantity of speech is staggering especially considering its extraordinary quality. Graphics are simple, but adequate and the control approach (no pun intended) a novel and effective one. Personally I find this form of 'flight simulation' unappealing (although I did derive several hours of frantic fun out of Kennedy Approach, *what with planes appearing inconveniently out of the blue whilst I was trying to organise the flight path of others — taxing is not the word!) but I feel it is a good one that will certainly please those interested in this sort of game (Cliche! Cliche! Seriously though, I mean it)!*



Contrary to some of my fellow Air Traffic Controller colleagues, I found it all too frighteningly easy to cause mid-air collisions! This is unlike Hewson's older Heathrow ATC, *another very good simulation, where it is almost impossible to cause an accident. I've got a sinking suspicion that Kennedy is more realistic in this! Realism is the word too, the graphic radar display is excellent (actually a bit better looking in black and white), and when the constant too-ing and fro-ing of cross talk from the tower and pilots is thrown in, it is easy to lose yourself in this simulation. The speech is marvellous, completely realistic, and it certainly adds a thrill when a calm voice flying over 300 passengers suddenly announces that there is only fuel for three more minutes flying and you know you can't get him down in time. I'm not sure of how many people really enjoy this sort of game, but it's the most 'approachable' one I've ever played and an absolute must for the fanatic.*



I haven't played any air traffic control simulations so this was quite a novel experience. The thing that really impressed me about this game was the speech — absolutely superb and lots of it! Apart from the speech though, there's not a lot to keep you interested for long, especially as you can't even make planes collide in mid air or even blow up! Perhaps an air traffic **disaster** program would be a touch more interesting.

Presentation 85%
Good, easy to read, instructions and introduction with plenty of skill options.

Graphics 71%
Very good for what they do and convincingly real.

Sound 92%
Stunning speech, makes up for lack of other sounds.

Hookability 74%
Control method and instruction make it easy to get into.

Lastability 79%
Specialist appeal maybe, but five airports should keep you going for ages.

Value For Money 80%
Good if you like it

Overall 83%
Best of its kind to date, and offers fun, thrills and spills as well as brain expanding.

T-shirts, Sweatshirts

£4.50 incl p&p

£8.95 incl p&p

and Caps

£3.95 incl p&p



It just isn't possible to be correctly dressed unless you're Zzapped up properly. How can you haute couture or strut your stuff without wearing ZZAP!'s height of fashion clothing lines? No, there's simply no way out of being IN, and if you're in, then you'll never want to be out of your ZZAP! shirts and cap. Anyway, you get the idea, so onto the real business in hand . . .

Slinky **T-shirts** in high quality 100% American cotton with double stitching on neck and shoulder seams for lasting wear (sequins are an optional extra you'll just have to stitch on yourself). Adorned with the ZZAP! logo and your favourite hero, Rockford (well, if you hate him, you can always hang the shirt up and throw darts at it), the T-shirts come in three sizes, in pale grey. How can you resist . . . ?

For extra protection against the British weather and various laser blasts, how about a ZZAP! **Sweatshirt**. These are long-sleeved, heavy quality and fleecy lined with double stitching on neck and shoulder seams. Colourfast, machine washable pale grey and hugely improved by the ZZAP! logo and (guess who?) the sweatshirts also come in three sizes.

Having got that alien-terrorising torso safely covered up, have you considered the danger from cosmic rays constantly pressing down on your head? You have? Then it's time to do something about it by getting a **ZZAP! Cap.** It probably won't do much for the cosmic rays, but it will tell everyone you're a conceited snappy dresser and make them think you get great scores on Dropzone. These cotton wonders have a stiffening of foam, a reinforced peak and a snap fastener at the back to adjust for big heads. One size fits all (except for 2 million plus scorers on Dropzone) and they come in dark blue with a white ZZAP! logo.



Haut Couture at the flick of your pen wrist!

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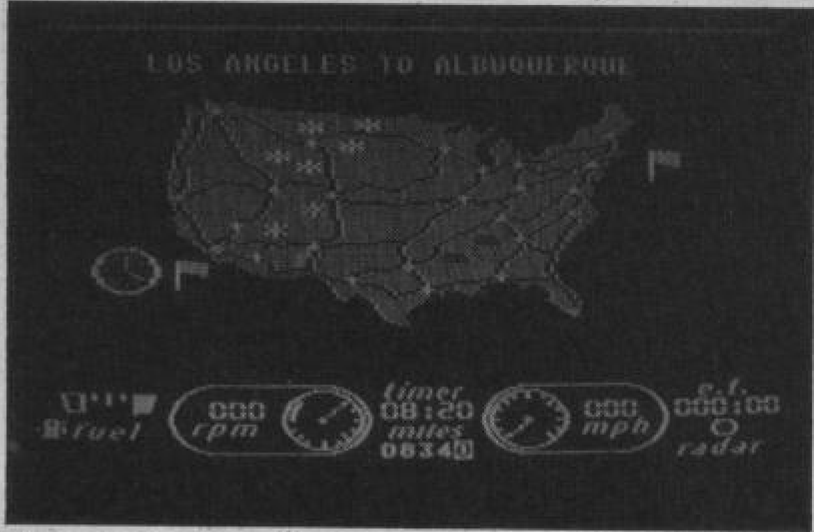
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THE GREAT AMERICAN CROSS-COUNTRY ROAD RACE

Activision, £9.99 cass, £19.99 disk, joystick only



With a name of such length as *The Great American Cross-Country Road Race* you may well wonder what lurks beneath such a mouthful of a title? Well, it is in fact another addition to the *Pole Position* genre but this time there are overtones of the Burt Reynolds film, **The Cannonball Run** (you know the sort of thing — a group of speed freaks who regularly take part in a high-speed race across the States).

The game attempts to inject new life into the mould by giving you the chance to take part in such a race — from the West coast of America to the East. Not only have you gotta get from West to East as fast as possible but you have ten other racers, all as determined as yourself, with which to contend. There are eight 'fields', that is, **groups** of ten racers' previously established times, for you to attempt to beat and you can choose from any of the eight.

Four possible cross-country races are offered, three (Los Angeles to New York, Seattle to Miami and San Francisco to Washington) being of the straight forward coast-to-coast in the quickest possible route style, and the fourth is a complete US Tour, where you need to drive through every city on the map. Once you have made your choice it's into the race...

Racing from coast to coast ain't so simple though. Not only do you need to plan your route but you need to be aware of your surroundings and limitations. Police speed traps, changing weather and road conditions and of course the ever present pressure of a time limit make things that bit more interesting. Should there be a police vehicle in the vicinity then the handy radar at the bottom of the screen will bleep madly informing you of the approaching danger. Depending upon your urgency you can either choose to pass by the police slowly and politely or attempt to leave them standing by speedy and skilfull driving. Getting stopped will cost you precious time, so any decisions have to made wisely.

Current road and weather conditions are indicated on the map screen for advanced warning, and driving skills and speed need to be adjusted accordingly. Snow, rain and fog are there to hinder and road conditions vary frequently (if things weren't tough enough as it is)!

Continual checks need to be made on your fuel, for if you should run out you'll end up pushing! Fuel, or gas as the Americanism goes, can be topped up from pumps at 100 mile intervals along the route though, and advance warning of any approaching pumps is given, so that you can slow down and pull up in time.

The route you wish to take is planned through use of a map screen and any racing is done in the 3D *Pole Position* approach that has become such a standard for race games today. A flashing cursor indicates your



I had doubts that this sort of game theme could continually be released and maintain its popularity any longer. A few healthy games soon quashed my cynicism and by the end of the day I found myself enjoying this racing game as much as any other (with the exception of Pitstop II, *but then that is the apex of race games to date). The graphics are of a good standard and although the sound is lacking in variation and quantity, it is still effective. The new gameplay elements (such as the speed traps, weather etc) and new controls (ie the gears) give the program necessary original appeal.* American Road Race *may not prove popular with some and may be discarded by others as just another race game, but I think it's something race fans should at least take a look at.*

MERLIN

Creative Sparks (Sparklers), £2.50 cass, joystick or keys

Not a game based around the antics of the software house of the same name but about one of those dudes with the funny hats and the long droopy facial hair who generally confuse and annoy people. No, not Minter, this is Merlin the Wizard — someone of great intelligence, magical skills and power and is, above all, extremely cool.

All the forces of evil (JR included) have joined together in an attempt to defeat the greatest wizard of all time, the magnificent Merlin (this guy's ego must be well inflated with this praise he's getting). Melvin, sorry that's Merlin, must use the magic spells at his disposal to fight off all these evil creatures sent to destroy him. Unfortunately he's not got a lot of energy and so to keep him going he's got to concoct a weird brew by collecting various magical ingredients, conveniently lying around, and dropping them into his cooking pot.



This rather old looking game is one that quite a lot of challenge and boredom at the same time. The game itself is quite hard and fast, being a pick-it-up-and-drop-it-in-the-pot-while-shooting-the-nasties type (go on, you know the type) but the swiftness with which you can die is rather disconcerting. The baddies are very fast and your character moves about at the same speed as they do, giving problems in controlling the thing. The graphics and sound are below average and even at its price, it doesn't really compete with other games far better and cheaper. Seems like it's been seen before..?



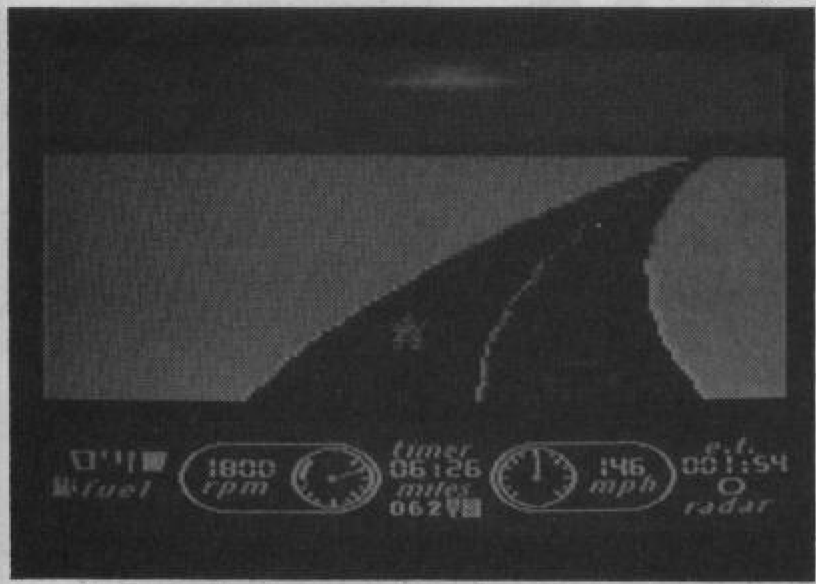


At first I thought this game was a little bit too simple, later I decided that it wasn't at all bad. Then a little later I settled on the idea that the game isn't too bad but it is rather too simple. I like the idea of a Trans—American road race set along the lines of those whacky American films with Burt Reynolds. The view of the race itself is fine and the way the car responds to the player's whims works well. My overriding disappointment rests with the lack of plot — wouldn't it have been great if the other characters listed as your competitors at the start of the game had existed during the actual race? Instead all you get is a never ending stream of cars and motor bikes that either pass you or are being passed by you. Whatever happened to the mean guys who used to drive up along side you and push you off the track? Another thing — it's not fair that when my car hits a patch of oil it skids all over the place yet everybody else can drive through them as if they didn't exist. There are a few nice touches which help make up for the game's shortcomings. The engine noise and gear change work realistically and running out of fuel is a serious problem especially when the fuel pumps are so hard to spot. On the whole this game may be inferior to some in its genre but then, there aren't that many games that are that superior.

current position on the map of America and you can move this cursor to adjoining locations in order to select a destination. Other cars and motorbikes also race along the road and you get brought to a rather abrupt standstill on hitting someone. The scenery to the sides of the road changes accordingly, depending on which area you are racing through. On nearing a city you are told that you are approaching it in the form of flashing message on screen. The city in question even appears in the background to reassure you of this fact!

One of the original features of *American Road Race* is the use of gears. The fire button acts as the accelerator/clutch and gears are increased or decreased by pushing forwards or back on the joystick, respectively. Gear changes are not quite so easy though, as you must first build up enough revs to change gear. If you over-rev the engine you'll blow it and end up pushing your car to the next gas station. Changing up too early means too high a gear for your speed and will result in poor acceleration.

It's possible for the race to end in one of two ways — either through disqualification (failure to finish within the allotted time limit) or through actually crossing the line in time. If you complete the race in a quick enough time then you can enter your name in the 'hall of fame' which can then be saved out for appreciation at a later date.







My first impressions of this game was that it was a rather bad version of Enduro but after further playing I found this was in fact quite a good little roadrace. Things like gearchanging, fuel and radar traps are all part and parcel of the game and there's plenty of challenge to keep you coming back 'just for another go'. I really liked it, and finishing the race in first place will be a goal anyone would seek for quite a long while.

Presentation 86%
Multilingual wallpaper instructions and stylish approach.

Graphics 79%
Good 3D graphics and perspective on both cars and road.

Sound 48%
Little more than some brrrms, chugs, pinks and a couple of bits of music.

Hookability 78%
Addictive as any other of the genre.

Lastability 80%
But has that little bit more than your average race game.

Value For Money 70%
Would have been a bit more tempting if it was a slightly cheaper.

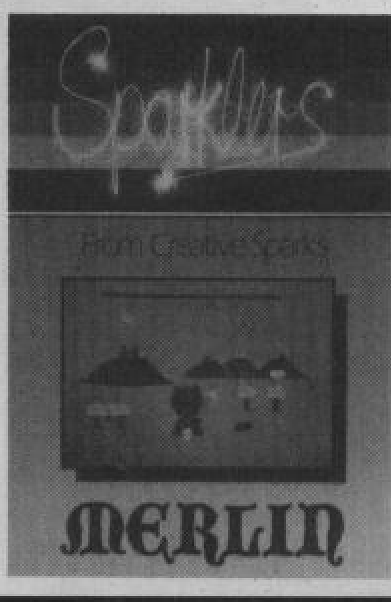
Overall 77%
A good variation on a popular theme.

This is easier said than done because the evil nasties floating around drop anti-spells on parachutes (it gets weirder) into Merlin's brew. To make matters worse (life really is tough for a wizard these days), Merlin must avoid the dreaded blue Hellwasp that frequently appears, since one touch from it spells instant death. Oh well, at least you have three lives.

For all this complexity, *Merlin* is in fact a single screen shoot-em-up of considerable difficulty. The screen display is that of a valley, complete with some grass, a few trees, some hills in the background and a cooking pot (not forgetting a rather mortified looking cow that just stands there doing nothing). Merlin himself zips around on a little cloud and can fire spells about the place with a press of the fire button. Dropping an ingredient into the pot boosts the pot count by one and when this count reaches the magic number and Merlin's brew is complete, it's on to the next screen and a quick rearrangement of the scenery (that's the only way the screens differ on each level). Any anti-spells that successfully find their way into Merlin's brew (they can be shot) knock the pot count down by one and add to the frustration.



This game has certain similarities in gameplay to Fantasy's Pyramid in the way that you pick up objects and drop them whilst shooting nasties (alright, so there are quite a few games that involve this sort of thing but this one feels similar in play). It's not by any means a graphic masterpiece but what there is, is adequate. Merlin lacks anything meaty in the way of sound with only a few blips and beeps and other such things (some music would have been nice). The game is pretty hard and getting off of the first screen is difficult. The screens don't differ greatly on higher levels with only the trees and pot shifting position and the nasties get nastier but there is some lasting challenge.



Presentation 64%
Nothing super-dupes.

Graphics 53%
Simple but adequate.

Sound 31%
Not a lot but enough.

Hookability 61%
Getting past the first screen is tough enough.

Lastability 54%
Getting much further is even tougher and interest may wane with no real change in things to do.

Value For Money 69%
Simple game (certainly not to play) at a cheap price.

Overall 55%
Nothing outstandingly original but still fun.

WINNERS WINNERS WINNERS WINNERS

Results of competitions run in ZZAP! issue 3

We ran five competitions in issue 3, and the response to all of them has been staggering — literally. Three of the competition boxes required two people to carry each of them to my competition minion's broom cupboard, and when I saw them I passed out!

At the risk of being boring, you could all make my life easier by remembering the following points. MULTIPLE ENTRIES does mean single entries for each competition inside one big envelope, NOT hundreds of entries for the same competition. It won't make your chances of winning any better, 'cos I'll just throw them all away. Please mark such entries on the outer envelope as MULTIPLE ENTRY, and it helps if you list below that the names of the comps you have actually entered. The actual entries are best on a postcard, but failing that, the outside of a sealed envelope can be used AND you must put your name and address on each and every entry!

ARIOLASOFT COMPETITION

There was a fabulous first prize going for the best playing tips on Ariolasoft games, a Commodore SX64 computer complete with built in disk drive and colour monitor. Two further prizes of Currah Microspeech units were offered, and five further runners-up prizes of Wico Boss Joysticks.

WINNER
Bejämin Wong, Garden City, Herts

2nd and 3rd place:
Simon Craddock, Blackburn, Lancs; Nils Blum, Shenfield, Essex
4th to 8th place:
J Tittmar, Durnmurry, Belfast; Sean O Kane, Londonderry; Peter Ward, North Ormesby, Middlesborough, Cleveland; Soren Staugaard, Langa, Denmark; David Charles, Leicester.

VIRGIN COMPETITION

Virgin were eager to give away 20 sets of five games — SORCERY, STRANGELOOP, GATES OF DAWN, FALCON PATROL II and GHETTO BLASTER. Here are the lucky winners:

PM Butler, York, YO2 6NN; Jason Carter, Leicester LE4 0PA; S Dodsworth, Middlesborough TS3 7QX; Margaret Ewen, Bromsgrove, Worcs; D Farnaby, Cleveland TS4 2BQ; S Gilmour, Plymouth PL1 5LX; Christopher Jucks, Leics LE8 0LU; Surjit Kaur, Birmingham B23 7YY; Leigh May, Horley, Surrey RH6;8LR; Steven McLean, Perthshire PH11 8AF; Daniel Morris, Lancs BL9 8NH; Nick Pace, Newcastle-Upon-Tyne NE2 12PJ; Paul Phillips, Birmingham B36 9JB; Steven Quinn, Co Donegal, Eire; Ehsan Ramezani, London NW11 8BU; Michael Sinclair, Belfast BT4 2EH; Andrew Smith, Manchester M21 1WL; Darryll Taylor, Kent CT19 4PW; Michael Underhill, Devon EX15 3NL; Andrew Wood, Shrewsbury SY1 4DY.

GRIBBLY'S DAY OUT

Hewson Consultants wanted to know something about the habbits of Gribblets and were prepared to give away 100 copies of the Sizzling game to winners who could answer the five simple questions. Here are the winners. . . .

Mark Alldred, Sheffield S18 5YW; Christopher Ashurs, Lancs WN6 0BP; K Baker, Glos GL51 5BL; Richard Barnes, Kent ME4 1ND; Mark Bell, Lancs OL72 7ED; Peter Benham, Surrey GU9 9AU; Gregory Bragg, W Midlands B92 7RU; Mark Brewer, Surrey KT9 1JP; Julian Bryant, Berks RG4 0NB; Edward China, Hants GU14 7DF; Michael Clarke, Merseyside L62 4RQ; Robert Coles, Wilts BA12 9HS; Peter Conroy, Liverpool 11 0DP; Gilliam Corbett, Belfast BT5 6PJ; Ross Corbett, Essex CM0 8EX; Jonathon Cottam, Cheshire SK12 6LL; Anthony Cox, Bristol BS17 6H; Jason Crabtree, Herts SG7 6HL; Andrew Craigie, Edinburgh EH10 7AZ; Francis Curr, Glasgow G66 4AS; R Dempsey, Peterborough; Colin Doran, Lanarkshire ML6 9RP; Robert Double, Ipswich IP10 0YL; Richard Duke, Gwent NP6 4EJ; S Edwards, Essex SS7 5JR; Mark Edwards, Devon TQ13 0JN; Andrew Ellams, Cheshire WA7 4NY; Chris Fagg, Leics LE16 7LR; Andrew Farmer, Shrewsbury SY4 4JX; Steven Giles, Huddersfield HD7 1PT; DR Glennan, Staffs ST14 8JP; Glenn Goding, Essex CO4 4PT; Kevin Gray, Edinburgh EH12 5RF; Gareth Hallett, Kent DA7 5RG; Andrew Hammond, Surrey GU25 4EW; Jonathon Harris, Shropshire SY8 4DA; J Harrison, Durham DH1 2AU; Brian Hays, Herts SG6 4BW; Anthony Hedges, Nr Bristol; Daniel Heighes, Surrey GU15 2SE; Mark Hobbs, Tyne & Wear; Martin Holden, Lancs FY3 9DT; Algan Hopwood, 38 Dressington Ave, Brockley, London SE4 1JG Jason Howsden, Essex CM1 5DA; John Hughes, Cumbria LA13 0QJ; Jason Humphries, W Midlands; Phil Jones, Leeds LS26 0EJ; S Jones, Surrey KT13 9ED; Mark Kedgley, Herts; N Kingswood, Lincs LN11 8SL; Graham Kinnear, Northampton NN3 1DN; Ricky Kumar, Middx HA3 8AJ; Ian Kyte, Kent DA6 7QF; J Lackenby, Cleveland TS14 8JK; Jason Littlewood, Notts S80 4SG; Andrew Lochrie, Cleveland TS6 7ND; NG Marshall, Berks RG13 2AT; Steven McDevitt, GlasgowG20; T McLaughlin, Ely, Cambs; Mark McNab, Tyne & Wear NE28 7EX; Justin McNaughton, Middx HA5 1SU; C Menzies, Cheshire; Simon Micklewright, Gwent NP4 8BA; Gary Milligan, Lanark ML8 55B; AP Mitchell, Northants NN10 0XY; Robert Moran, Cheshire SK8 4QE; Graham Morgan, Coventry, W Midlands; CP Mullineux, Cheshire CW1 1LE; Az One, London SE19 1JG; Julie Paine, Kent ME19 6NQ; Ricahrd Paine, Shropshire TF2 8LJ; Richard Pearce, Surrey GU3 3DF; R Pettigrew, Cheshire CW8 4DS; Neil Phillips, Bucks HP10 9AP; SJ Pilkington, Cheshire CW4 8NR; David Pye, Lancs WN5 8JA; Keith Roach, W Midlands B75 6HY; Brendan Seagrave, Hamilton ML3 8HZ; Mark Semple, Co Londonderry; Andrew Sharp, Doncaster DN5 8PJ; Michael Slater, Lancs BL0 9EN; Graham Smith, Worsley M28 4JJ; T Smith, Kent DA16 3LH; Nigel Smith, Stoke-on-Trent ST8 7BQ; Graham Souster, Essex SS5 6LZ; Paul Spirou, E Sussex BN22 7AN; Adam Steiner, London N6 5UB; Darryll Taylor, Kent CT19 4PW; Glen Taylor, Kent DA8 3PY; Neil Tollfree, Essex; Gerald Vdowicz, Middx UB6 7AL; David Ward, Gourock PA19 1YN; David Watson, Tyne & Wear NE9 6PW; E Watson, Perth; Philip Watts, Mid Glamorgan; Martin Wilson, Sheffield S17 4DU; A Woolmer, Glos GL6 9HR; Philip Zarzarou, Surrey KT5 8NJ.



ROLAND RAT RACE COMPETITION

TV AM's favourite rodent hero has been turned into a computer game by Ocean, who offered 100 copies of the game to the best cartoons...

Shaun Daire, Antrim BT41 2TB; Matthew Fox, Bushey Heath Herts; Clair Carter, Norfolk NR5 8HZ; Paul Young, Sheffield S5 0AJ; Andrew Foster, Somerset BA3 5EZ; Jonathon McGull, Co Antrim; Alan Cameron, Powys; Andy Smith, S Humberside DN37 0QD; Simon Hissett, Co Durham DH9 7JL; GR Smelt, Somerset; Sean McCauley, Co Donegal, Eire; Gregory Ashmore, Kent CT14 7NZ; M Connolly, Berks GRG14 6JY; David Rankin, Hants; Jeremy Dickman, Lincs PE21 6JG; Tom McKee, Ross IV7 8EW; Martyn Wilson, Cornwall PL11 2LY; Matthew Ward, Essex IG2 6DN; Nicholas Smith, Derby S43; Mark Ashworth, W Sussex GU29 0LA; Dale Hogwood, Herts HP3 8PF; Lee Gomm, Herts HP4 2HT; Richard Barron, L65 9BQ; Jason Stephenson, Barrow-upon-Humber DN19 7AX; Paul Wheble, Middx; Laurence Richardson, Norfolk PE30 4XG; Jeremy Hogg, Kidderminster, Worcs; John Nunn, W Yorks; G Ogle, Cardiff CF1 8LF; Alex Michie, Surrey GU18 5YQ; Kenneth Norton, PE13 4NW; Darren Martin, Suffolk CO10 6NE; I Benjelloni, Herts AL8 7QP; Noel Hines, Leeds LS7 2SE; Douglas Lee, Essex RM3 7EX; Lee Russell, London E7 0LF; Chris Robinson, W Yorks BD20 0JH; Stuart Tomkinson, Stoke-on-Trent ST4 6RU; Avi Pinhas, London NW4 4TD; E Watson, Perth; Andrew Teal, Leeds LS26 0PW; Andrew Richardson, Stockton TS18 5LB; Neil McNicholl, Co Londonderry BT46 5UX; Graham Smith, Gwent NP9 3FP; Andrew Richmond, Derby S41 0DH; Wilfred Hamer, Cleveland TS18 5LB; Jason Rogers, Blackpool FY4 3AZ; Christopher Cartwright, Cheshire; Daniel Crowson, Nottingham NG8 5QW; Karen Rolph, Tyne & Wear NE6 5PH; Mark Rogers, Brighton BN1 8FF; Steve Davis, Kent DA9 9BE; Terry Gilligan, Leeds LS16 7SJ; HJ Mennie, Beds LU7 7UD; Tony Smith, Kent DA16 3LH; Paul Yarnold, Bristol BS15 6DR; Michael Witt, Hants SP11 8HG; Toby Hughes, Surrey RH2 7QT; K M, Fife KY1 1PX; M Skidmore, W Midlands B62 9RR; Julian Bade, Cleveland TS10 4JB; Darren Priest, Gloucester GL1 5JB; Anthony Shute, Bucks; Mark Blackburn, Norwich; Jason Lin, Bridgnorth, Shropshire; Paul Wise, Essex CO5 9LJ; Matthew Parson, Portsmouth PO6 2PL; John Harber, Thatcham, Berks; DA Spandley, Blackpool, Lancs; Peter Shea, Clacks FK14 7AV; Paul Mallinson, Doncaster DN6 7QN; Scott Nestel, London N12 8AN; David King, Dorset BH17 7UB; N Barton, Newcastle NE15 8TA; Lee Goldsmith, Cleveland TS25 5AP; Tony Holland, Leicester LE9 7ES; Philip Zazarou, Surrey KT5 8NJ; Alan Green, Herts HP4 3JB; Michael JD Cantro, London SW5 9SJ; Andrew Lord, Rochdale OL11 2DA; John Nunn, Halifax, W Yorks; Declan Woods, London N4 2SB; Stuart Mugford, Herts SG1 5JH; Jeremy Gridley, Northants NN10 0SY; Neil Groat, South Queensferry EH30 9XQ; T Palihakkara, Middx HA2 6AS; A Jones, Notts S81 8RW; George Bowden, London NW9; ME Ross, Colchester, Essex; Ashraf Aswat, London E5 0SE; Nathan Haines, Bristol; Jonathon Grundy, Mid Glam CF7 8QL; Robert Kingham, London E17 9EL; Mark Simpson, Elgin IV30 3RT; Nicholas Fitton, Heywood, Lancs; John Ahmed, Hull HU3 6QX; Sharon Wade, Scarborough YO11 1PS; Jason Brewer, Blackpool; Matthew Holloran, Cleveland TS14 7AJ; Steven George, Leeds LS9 0EZ



THE TERMINAL MAN




LOOK OUT! THIS WALL'S GLOWING! COULD EXPLODE —
GET AWAY...
GET DOWN!!
THERE'S SOMEONE THERE! COMING THROUGH THE FIRE!
IT'S IMPOSSIBLE!
YOU HAVE JUST OBSERVED IT — THEREFORE IT IS NOT IMPOSSIBLE, MERELY UNEXPECTED. DO NOT WASTE TIME WITH IMPRECISE STATEMENTS.
THERE IS CUTTING GEAR IN THE SERVICE BAYS, GET IT AND RELEASE THE PEOPLE TRAPPED IN THE ENTERTAINMENT SECTION, THEN FIND VEHICLES — WE MUST LEAVE HERE SOON.
JUST WHO THE HELL ARE YOU TO GIVE ORDERS, PAL?
YEAH, AND I THOUGHT WE WERE MEANT TO STAY BY THE WRECK AND WAIT FOR RESCUERS...
MY NAME IS CROSS, IT SAYS SO HERE.
CROSS
I AM — WAS — A SHIP'S OFFICER. MY TASK IS TO GET YOU TO YOUR ORIGINAL DESTINATION — EARTH.
NO RESCUERS WILL COME —
— THE ARCADIA HIT AN ANOMALY IN HER LAST JUMP.
— IT LED TO THE BLACK HOLE WHICH ORBITS THAT RED GIANT...
THEN ALL WE GOT TO DO IS FIND A FEDERATION BASE AND...
NO BASES HERE —
LOOK AT THE OTHER SIDE OF THE SKY...

STORY BY KELVIN GOSNELL©
DRAWN BY OLIVER FREY©

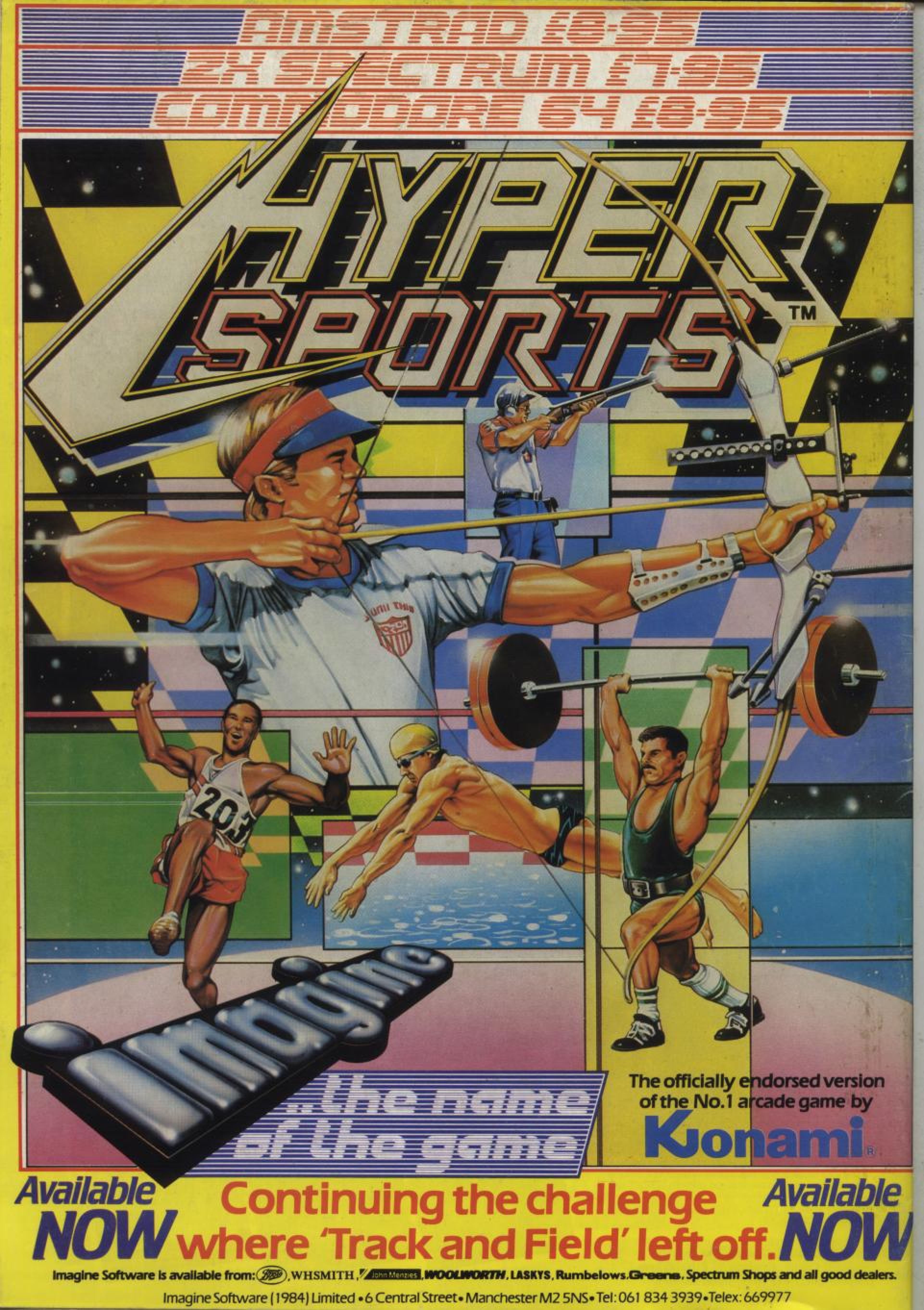




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